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Computer GAMER

DRACULA

X-RATED

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- THE GAUNTLET REVIEW
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the name of the game

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Computer GAMER
Transmission 22 JANUARY 1987

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NEWS NEWS NEWS

Crowther's Christmas

Alligata enter the Christmas arena with a new Tony Crowther game for the C64, conversions of Crowther's Trap for the Amstrad and Spectrum and Cyrus II Chess.

The new game has a working title of Moebius but is currently undergoing an identity crisis and will be released under a different title. To get the idea of the game, take a long strip of paper, twist it by half a turn and tape the ends together to form a ring. Now place a pen on the paper and draw a line around the ring without removing your pen. Keep going until you meet the start of the line and you will find that you've drawn on both sides of the paper!

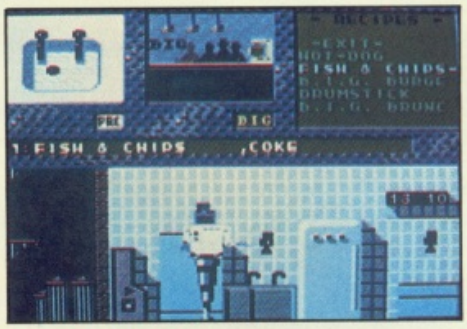
This is the basis of Crowther's game, a continuous backdrop which shows both sides of the ring on the screen at the same time. Sounds confusing doesn't it? Just wait till you meet the aliens!

Trap was a success for Crowther on the C64 and now Amstrad users can find out what the fuss was about. Spectrum users will soon be able to join in the fun.

Alligata also have something good for those who prefer to use brain rather than brawn. Cyrus II Chess is available for the Spectrum and C64. The game features 9 challenging levels of play, printout options, hints, analyses and the ability to set up problem formations or reset an unfinished game.

Cyrus II will challenge anyone from the beginner to Grand Master for just £11.95 on cassette or C64 disk. Trap will be yours for £8.95 (£14.95 on Amstrad disk) but the price of 'Moebius' is yet to be decided (probably £8.95).

Alligata Software Ltd, 1 Orange Street, Sheffield S1 4DW (Tel 0742 755796)



Droids and Ziggurats

Tigress Marketing have been cooking up a fiendish plot to boggle the minds of Amstrad owners. The name of the game is Ziggurat and takes place in a Mesopotamian pyramid with a temple at the top (because that's what a ziggurat is!).

Like all the best pyramids there are traps and puzzles to solve but these are puzzles the like of which you've never seen before. In fact Tigress' Dave Bishop wanted the game to be even more challenging but has kindly allowed everyone the faint glimmer of a hope of finishing the game.

In isometric 3D graphics, the hero can wander about the maze solving problems as he goes. Guardians of the maze, Mimbies, wander about in a zombie like stupour and can be eliminated by a well placed stone from your hero's sling (first find the sling!). When they die, they lave a large acid pool behind (no they haven't wet themselves) and this can cause further problems for the adventurer.

Having seen Dave play through a fair amount of the game at the Ariolasoft offices, I can assure you that this beats Batman in the complexity and range of puzzles. Spectrum and C64 owners will have to wait a little while but Amstradders will be able to buy the game on the 39 Steps label early in the New Year.

In another part of Ariolasoft's world, Floyd the Droid has zoomed from one end of the alimentary canal to the other. After Radarsoft's sewer adventure, Floyd returns in a modified form as a kitchen droid in the BIG Deal.

If you've ever been into a fast food bar, you may have suspected that the staff are controlled by a robotic brain at the top. In the BIG (Best in Gastronomy) burger bar you'd be right. Ronald McBig has decided that automation is the only way to satisfy the needs of an impatient flood of customers.

As Floyd's programmer you have to keep the meals of industry turning over or suffer the consequences. Failure is rewarded by a hail of plates and chairs will rain down on Floyd from his impatient customers. With only a week in which to prove himself, Floyd must be super-efficient or end up as dishwasher.

BIG Deal is released by Ariolasoft and with a recipe for cup cakes on their other new release, K-Rings, it leaves me wondering if they are suffering from a food fixation!

Ariolasoft UK Ltd can be contacted at 68 Long Acre Road, Covent Garden, London WC2E 9JH (Tel 01-836 3411).

Melbourne's Gadget

If you already miss Inspector Gadget's TV cartoon series, dash out to the nearest software shop. Melbourne House have immortalised the defective detective on the C64 in Inspector Gadget and the Circus of Fear.

The Inspector is aided by his gadgets which allow him to quickly convert to helicopter mode, give him elastic legs and produce other aids which will help him overcome any foe.

In the Circus of Fear he is pursuing the agents of MAD who are taking over the circus (no, not Mastertronic). The masterplan is to blow up the place and Gadget has to defuse the bombs that are scattered all over the place. Glass, holes, lakes, boulders, snakes and bouncing balls cannot stop the intrepid policeman, or can they?

The graphics are large and there may even be whole new worlds available to the careful searcher. You can go, go Gadget for £9.95 (£14.95 disk) but save your Christmas cash for later this month.

Knucklebusters is a streetwise beat-em-up for armchair pugilists. Control the street gangs and smash the villains in an unfriendly backstreet world.

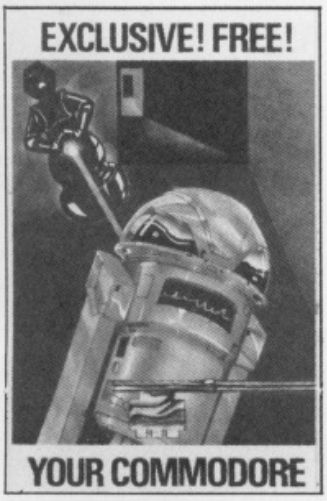
Further details can be obtained from Melbourne House (Publishers) Ltd, Melbourne House, 60 High Street, Hampton Wick, Kingston-upon-Thames, Surrey KT1 4DB (Tel 01-943 3911).

NEWS NEWS NEWS

The Commodore Computer Show

The Christmas Show did not have the launch of the Amiga, nor the 64C, but was extremely crowded all the same. The reason for this could be that with Christmas a-coming, people were looking for pressies. The main attractions were the vast arrays of Amigas showing off their superb graphic facilities and, if you had a couple of hundred quid on you, the bargains available in the hardware department. The 64Cs were going for around £200, and the Amigas were going for £500 off. The Commodore Music Expansion systems, retailing at around £150, were gradually reduced throughout the day and by the time I left, it was £105. Whether it was reduced further I cannot say, but at £105 it was great value.

You could have walked around all day admiring the hardware bargains, but we mere mortals, who don't carry £200 on us, were in the software. The stalls with software on were packed. There were queues just to look through them and the prices in some cases were ridiculously low. Just by the entrance there was a throng of people around a stall selling oldish software starting from £1. There were many games which, although not all of them were the most brilliant ever, were some that I had been seeking for years. I passed the same stall again when I was about to leave, and saw Anilogic



'Zaga Mission' for £1.50, but to buy it I had to have my money passed along the queue because of the number of people — incidentally, it was a very good game!

Near to the ASP stand — where cheap subscription rates could be purchased for 'Gamer' and 'Your Commodore' and they were giving away a tape from November's YC Issue, with a Crowther game accompanied by great music — was a gargantuous rectangle of tables with software spread all over them. For example, EPYX's latest game bound for the tops 'World Games', not even in the shops at the time of writing, was going for £5.70. That's £4.30 off an unreleased game. It had nearly all the new games — Bobby Bearing, Ace of Aces, the Imagine compilation etc, as well as Commodore cartridges at £2 and the old games — such as Eddie Kidd's Jump Challenge going for around £1.

Roughly in between these two were the Midas and Anco stalls. Anco were showing off their Sports 4 compilations for both computers and more importantly, Bridgeland for the C16, which, as a former C16 owner myself, I can say is excellent and rivals many 64 games for sheer playability. It is vaguely like Green Beret with a bit of the other "massacre" games thrown in. One for C16 owners definitely to watch out for.

The Midas stand had two computers and two games. Space 2 for the C16 looked very slick with giant graphics and smoothish scrolling but it was impossible to get a play because people just wouldn't leave the thing alone. The same applied to the 64 offering — X-29 Fighter Mission, but with a bit of elbow, I got a game. It is a very smooth but simple flight simulator, or nearer the truth, a shoot-em-up. You have nine shields in which to shoot 10 beacons and then destroy the enemy base. I have only managed five in one go, but I was informed that that was very good. You find the planes using sonar, a novel idea, and with back left, back right, up, down and fire it is a truly superb game, which is very fast. Both offerings from Midas were £2.99 which, for me, sums up the value at the show. Unfortunately, they played that revolting song "The Midas Touch" throughout.

Joysticks and blank disks were very much in prominence and very cheap, good buys if you've got a disk drive.

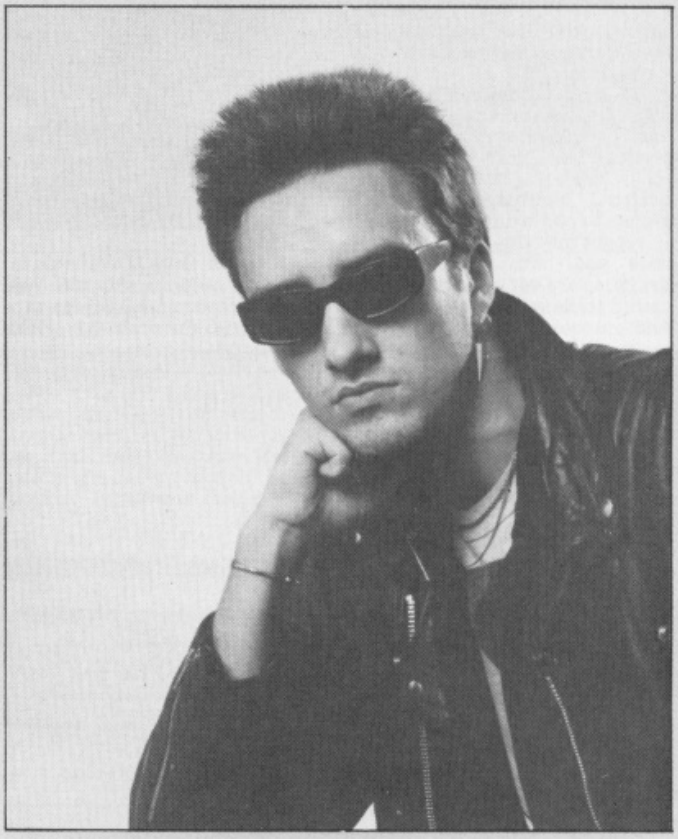
There were many weird and wonderful things: Vic games, Jeff Minter, but the weirdest of all was a Zzap 64 editor — very weird indeed. Jeff Minter's Iridis Alpha was going cheap. There were software stalls up there as well, where I picked up "White Lightning" for a fiver. Audiogenic were showing off their Uridium clone — and I mean clone, if Andrew Braybrook had tried himself, he couldn't have come closer. Psychastria has speech and some nice music, but looks and plays just like Uridium, and even flips when you turn around. To be fair it has 16 longer battleshipsf, and may provide fun for those who have completed Uridium, or given up trying. I certainly wouldn't mind it.

The Tyresoft stand was showing off its C16 conversion of 'Who Dares Wins' and it looks rather nice, but not, I'm afraid, as good as the 64 version. For £5 you could buy a ten pack with games like Jet Power Jack, Jack Charlton's Match Fishing, Rocket Roger and so on. But the three games that made this great value for money were 'Stock Car', a conversion of the two-player arcade game, European Games, now out on the C16 with five well thought out, if differently done, events and Bombo, the Bombjack clone with great music which in itself made the pack worthwhile.

And saving the best to last — Code Masters were showing off 'Red Max' which is even better than The Last V8, and even more playable. Graphically superb, and with excellent music, the small stand was crowded with people after this and also Flash Gordon.

All in all the show was rather nice and promises a great deal of software this Christmas for both the 64 and C16 owner.

R. D. Newman



'Sparkling Superbrain'

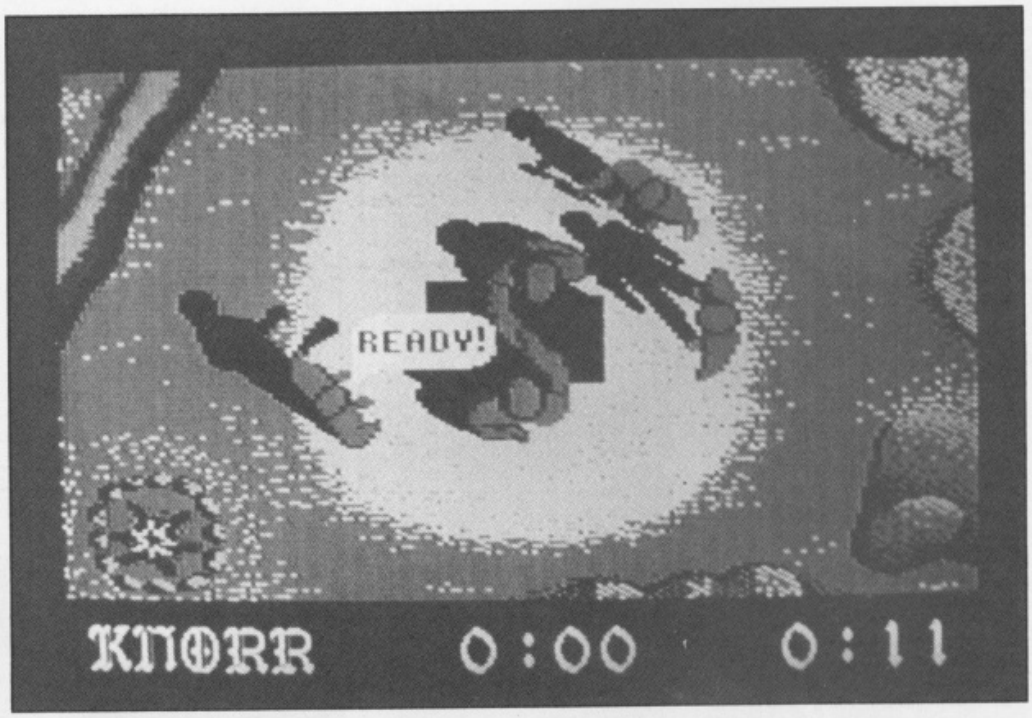
Sparklers claim that they have found a 'new superbrain' to add to their 'think tank' of software developers. Currently he has produced 'SAS: Operation Thunderflash' for them and will be producing some of their forthcoming Supersparklers range. Supersparklers will retail at £2.99, a pound more expensive than their current budget range, but Sparklers reckon that they'll be worth the extra.

They also sent us a picture of their 'new superbrain', whose name is Mark Richards. As soon as we saw it we thought that it would be an excellent subject for a caption competition of sorts. So the best caption or speech bubble will win a piece of software. So if you can imagine what's going through his mind send it to 'Computer Gamer Superbrain, 1 Golden Square, London W1R 3AB', and remember to include your name, address, and computer type.

Sparklers are at CSD, Unit B11, Armstrong Mall, Southwood Summit Centre, Southwood, Farnborough, Hampshire GU14 ONP. Tel (0252) 522200.

NEWS NEWS NEWS

Blood 'n' Guts — Swedish style

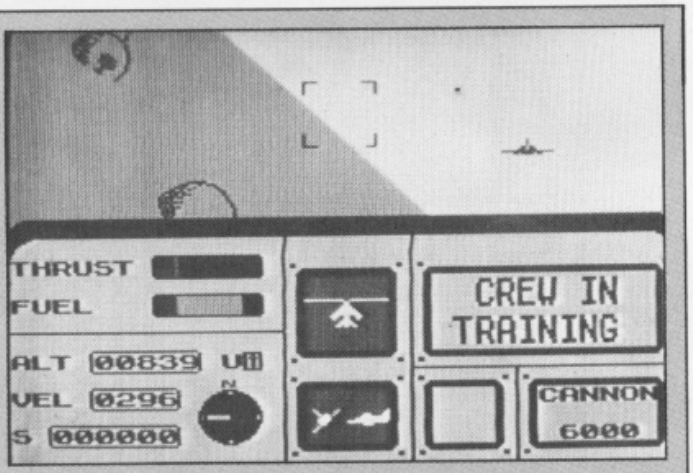


Imported from Sweden by a company called American Action comes the latest in decathlon type games — but with a big difference. This is an ancient barbarian contest between four mighty warriors with all the violence and brutality you'd never expect to see in a computer game.

Nop, Knorr, Hawk and Dog are the world's four toughest fighters and they have to compete with each other over ten gruelling contests — tower jump, mountain walk, rock rolling, axe throwing, ale drinking (despite the editor claiming he's unbeatable), arm wrestling, human hit (whatever that is), tug of war, pole fighting, and cat throwing! So now you'll be able to know whether you can swing a cat or not.

The game is claimed to be the 'ultimate combination of action and sport, strategy and skill, excitement and fun'. Certainly it looks like being one of the more original combat/multi sport games to come onto the market in recent months. From the picture you can see that the graphics are very good, and the sound is claimed to be 'effective and entertaining'.

Blood 'n' Guts is available for the Commodore 64/128 and sells for around £9.95 for tape and £14.95 for disk. American Action are the first Swedish software company to get any kind of reasonable distribution over here. Looking at this game I hope that they continue to produce. Blood 'n' Guts is being made available through Microdealer on (0908) 74000.



Wooosh!

ACE, the smash hit non-flight simulator has at last made it to the Amstrad. ACE originally came out on the C16 and buyers were immediately impressed by the high speed action of the game when compared to other, more staid, games. The Commodore 64 version that followed was expanded with ground and sea attack missions, in-flight refuelling, and selectable weapons options.

The Spectrum version followed soon after with similar features. Now Amstrad people can sample the delights of flying a flight simulator without having to worry about all the boring things in life — like being able to fly a plane. Most simulators seem to need a player with a pilots' licence and wartime experience to play. ACE is none of this, just fast, fun to play, and only factually accurate where it needs to be.

Cascade, who publish ACE, claim that a RAF pilot wrote to them saying "... at last you can really fly!" Certainly it makes a good game.

The Amstrad 464/664/6128 version of ACE costs £9.95 on tape and £14.95 for the disk version. Cascade can be contacted on (0423) 525325.

Lightning Attack from Ariolasoft

Blitzkrieg, the new game from Ariolasoft, is based around the Len Deighton book of the same name.

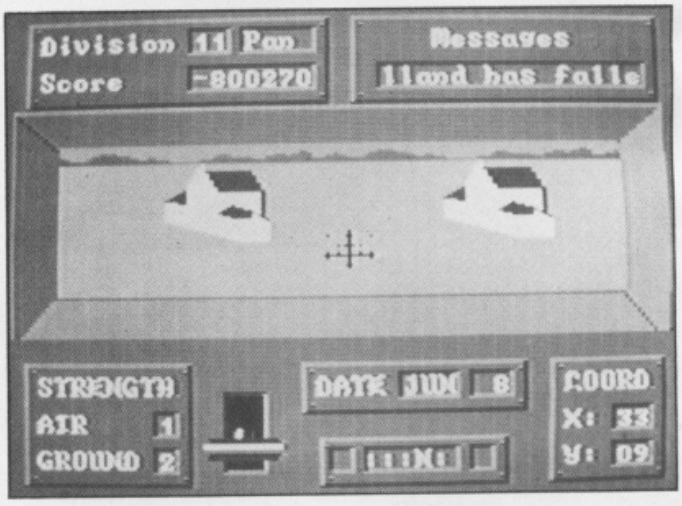
The game is formed around the strategy of the German Armies during the early part of World War II, you play the leader of the German forces and must guide your battalions across Europe and take the most glittering prize of all — England.

The game features base relief graphics with full 3D views of the terrain, pop-up message windows and menu-driven pop-up file systems, and real time movement. The game looks a little 'Battlezonish' but will interest strategy and war simulation gamers as well as the zap, zap, bang, bang, brigade.

The game is being released under the new '39 Steps' label. A 'thinking' label to compliment the 'Reaktor' marque that was started recently to cater for those who like to shoot first and ask questions later. Further releases are expected under this name soon.

The game is written by Gary Yorke and is available now at £9.95 for tape and £14.95 for disk. Blitzkrieg is available for the Commodore 64/128.

Ariolasoft are contactable at 68 Long Acre, Covent Garden, London WC2E 9JH. Tel 01-836-3411.



NEWSNEWSNEWS

Ouch!!

The latest game from CRL has a rather strange title, though the idea of the game will be familiar to most readers.

Ball Breaker is the name of this 'new' game and is a twist on the old game of Breakout. In this version of the game the player still uses the traditional bat and ball, bashing out bricks to progress further.

However, some bricks act in strange ways. Depending on the colour of them they will send the ball off at odd angles, changing speed, or even break the ball in two. Another twist is that monsters are lurking behind the walls. When a hole is knocked through, they will charge out and must be destroyed. To be able to do this you need to use the 'special' squares to increase your firepower accordingly.

The success of this game all depends on whether the kind of addictiveness that was sparked off by the original game can still be kindled in a whole new generation of games players.

Ball Breaker is available on the Amstrad at £7.95 for tape and £14.95 for disk. Spectrum and Commodore versions are in the pipeline.

CRL are at CRL House, 9 Carpenter's Road, London E15 2HD. Tel 01-533-2918.

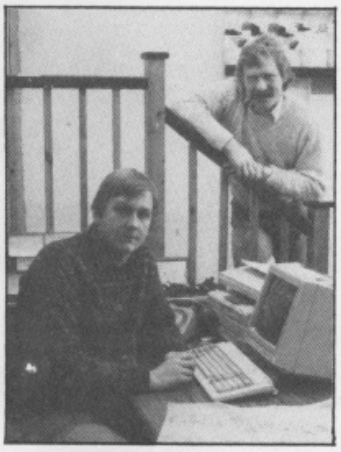
Mikrogen's Top Player

Over the past few months, Mikrogen have been searching to find their top games player for 1986. Competitions were run in local papers, magazines, and at the PCW show by Mikrogen to select the finalists.

These efforts produced ten top games players who played on a new Mikro-Gen game — Cop Out — ensuring that none of the finalists had any advantage due to practice prior to the contest. After an afternoons' play at the Savoy Hotel, a clear winner emerged. David Litherlan from Horwich in Lancashire scored a massive 27150 points, thrashing his nearest rival by 5450. The runner-up, Christopher Kenney from Ipswich, entered through his local paper the East Anglian Daily Times. This is the second time that an entrant from this paper has made second place. Perhaps next time it will get a first.

The top scorer received £200 and a trophy, the runner-up got a shield and a cash prize. All of the other finalists were given medallions and copies of the game Cop Out. The eight other finalists were Derek Pruitt, James McNiven, Mark Beaumont, James Ashbourne, David Morley, Geoff Spick, Paul Smith and Bryan Hulme — who was also last year's winner.

Mikrogen are at Unit 15, The Western Centre, Western Road, Bracknell, Berkshire RG12 1RW. Tel (0344) 427317.



A Spokesman for the Palace said . . .

Palace Software, well known for such memorable games as The Evil Dead, Cauldron and Cauldron II, and recently the Sacred Armour of Antiriad, is looking to expand their operation.

Up to now, Palace has relied on its internal design and programming staff. But they are now looking further afield. "During the past couple of years, we have built up a marketing and distribution system that is second to none", claimed Pete Stone, founder and boss of Palace Software.

Now Palace are looking towards expanding. "At Palace we design games of a certain kind" says the head of production, Richard Leinfellner, "so we are now looking for people with exciting games in their own style. Unlike many companies we are not planning to release games of arcade conversions, films, or comic characters but we do want to work with people who have original ideas of their own. We are considering a broad spectrum of different machines from Sinclair to IBM".

Certainly Palace have a reputation for producing the occasional well thought out game, rather than a 'shotgun' approach with dubious titles mixed in with better ones.

If you think that you can design or program the ultimate game then contact Pete Stone on 01-278-0751.

Advance Come to the Point

Advance Software Promotions' new game comes straight out with it when it comes to the subject of the game. 'Butch Hard Guy', has been written by Future Concepts and puts you in the guise of the Butch Hard Guy (any resemblance to the editor or Sylvester Stallone is purely intentional).

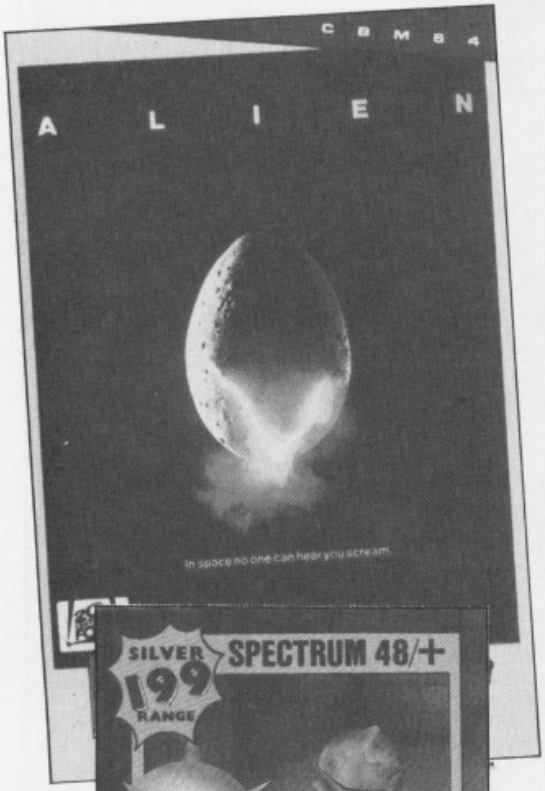
The objective is to rescue POWs being held by enemy guerillas, eliminate the opposing forces, then destroy their base deep inside enemy territory. Twenty different locations are involved with jungle warfare and house-to-house combat being the main theatres of war. Experience with explosives could be handy for the final assault.

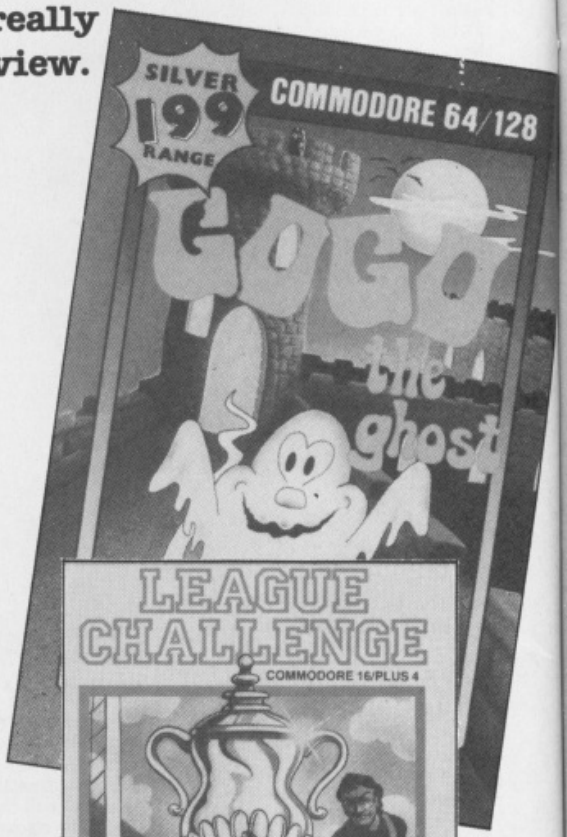
Graphics are claimed to be very good with the captured POWs even having beards! The game also features a badge included in the 'Butch Hard Guy' pack. The game will be available for the ZX Spectrum in January at £7.95. Amstrad and Commodore 64 owners will be able to strut their stuff early in the New Year.

Advance Software Promotions are at 17 Staple Tye, Harlow, Essex CM18 7LX. Tel (0279) 412441.

SCORELINE

You may have noticed that we've given the old marking system the cosmic elbow. Out with the old Novas, Red Giants and the like and in with the Scoreline. Hopefully this will clarify what we really think of the games we review.





What the new categories mean

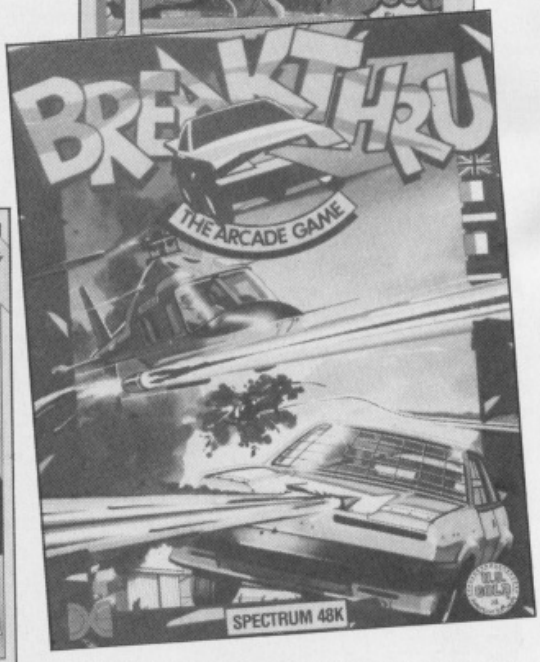
In each of the four categories the maximum score is five and the sum total gives the overall score. It's as simple as that.

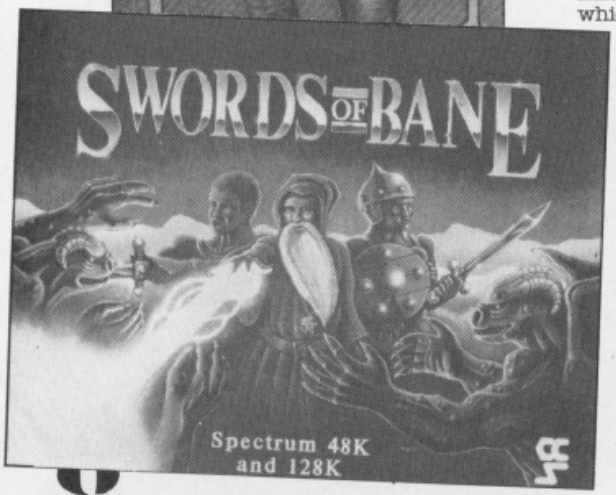
Graphics and Sound and Addictiveness are self-explanatory categories but Sound is changed to Atmosphere for adventures where the 'feel' of the game is more important. Friendliness actually means user friendliness and takes into account many factors. The points we consider when allocating a mark for this category is how successfully the sleeve notes or booklets set you up for playing the game, how sensibly the keyboard is used in game control and whether the manipulation of the characters on the screen is unnecessarily awkward.

At Gamer we're proud of the fact that we average more game reviews per month than any other magazine and we will always see this as our main duty. The new Scoreline is an improvement but we're always searching for better ways to give you the information you need. After all, it's your magazine and we like to hear what you think.

If you have any ideas about the kind of articles or features which you'd like to see in Gamer why not drop us a line? If we take you up on your idea, we'd be more than happy to supply you with a super bundle of software. Send your ideas to: The Suggestion Box, Computer Gamer, ASP Ltd, 1 Golden Square, London W1R 3AB.

Don't forget to include your name and address and to say which machine you own.





BULLSEYE

Millions enjoy this popular TV darts game, and now you can join Bully on the oche where you aim to win and throw to answer! A good arrow and you can pick your favourite topic ranging from Food to Pot Luck – a correct answer, and you're on your way! Do you want to gamble! £8.95

BLOCKBUSTERS

Sixty million people every week watch Blockbusters, Britain's most popular TV quiz game! Now, thanks to Macsen software, you can actually be a contestant, recreating the excitement of the TV studio in your own home. Our Question-master follow-up give you 500 more questions, plus the chance to insert your own – be your own Bob! £7.95

GOLD RUN

Can you beat a path through the hexagons to go for gold? The tension of this sister-game to Blockbusters is terrific, as the contestant struggles to complete his path against the clock. Adjust your own answering time to push yourself harder! £9.95

Macsen Software presents television's most popular programmes for your computer.
With our productions you can take part in your favourite programme and turn your living room into the television world of stars and sagas.

MACSEN SOFTWARE

Unit 1 Dafen Industrial Park, Llanelli, Dyfed, Wales

COUNTDOWN

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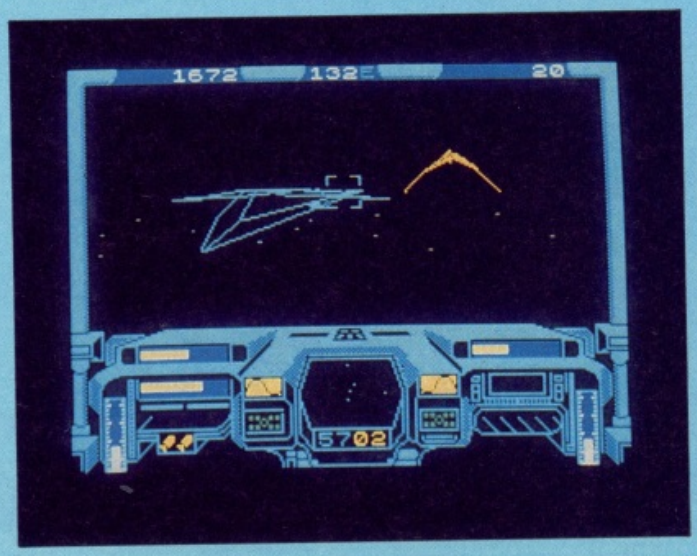
Trailblazer

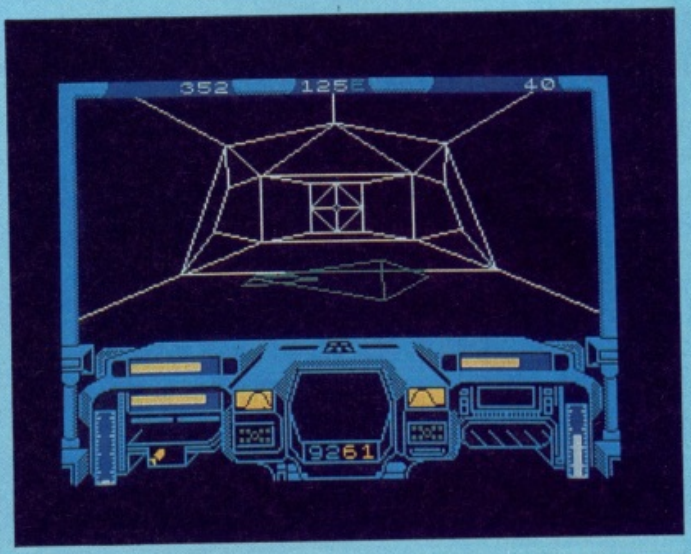
Available November

STARGLIDER

Title:	StarGlider
Computer:	Spectrum
Supplier:	Rainbird
Price:	£14.95

Deluxe arcade action is the promise of Rainbird's new game. How does it fulfil this aim?





The unthinkable has happened. Novenia has fallen to the Egron battlefleet, cutting off the power supply to Candrillo Base on one of Novenia's moons.

For many years the Egrons' constant attacks on Novenia had come to nought against the protective umbrella of the orbiting sentinels. Now, through a cunning trick, these defences had been breached and the Novenians found themselves crumbling under attack. The sentinels were thought to be invulnerable but, without their protection, Novenia was being reduced to dust before the horrified gaze of the Candrillo team.

The Egron trick took advantage of the Achilles' heel of the planet. As an important staging post for the flocks of Stargliders, the sentinels' battle computers had been programmed to ignore their graceful flight as they homed in on their Novenian landfall during a migration which took them through deep space. The Egron trick was simple, create a craft which imitated the flight of these birds and the sentinels might, just might, ignore them.

Despite the considerable difference in size between the Egron StarGliders and the Starglider birds, the computers only recognised the flapping wings and the loose V-formation of another flock arriving for a well-earned rest. Now that the StarGlider fleet had disgorged its venomous assortment of war machines, the majority were on their return journey leaving the main StarGlider to supervise the final stages of the assault.

Candrillo Base was in a stunned state of confusion. Without the vital power supplies from Novenia their days were numbered. Nowhere on the moon was there an armed craft with which to challenge the Egron attack. Then an old AGAV was discovered in a disused hangar. Although Airborne Ground Attack Vehicles had once been the bee's knees, the sting had long since been drawn from their tails in favour of the sentinel project.

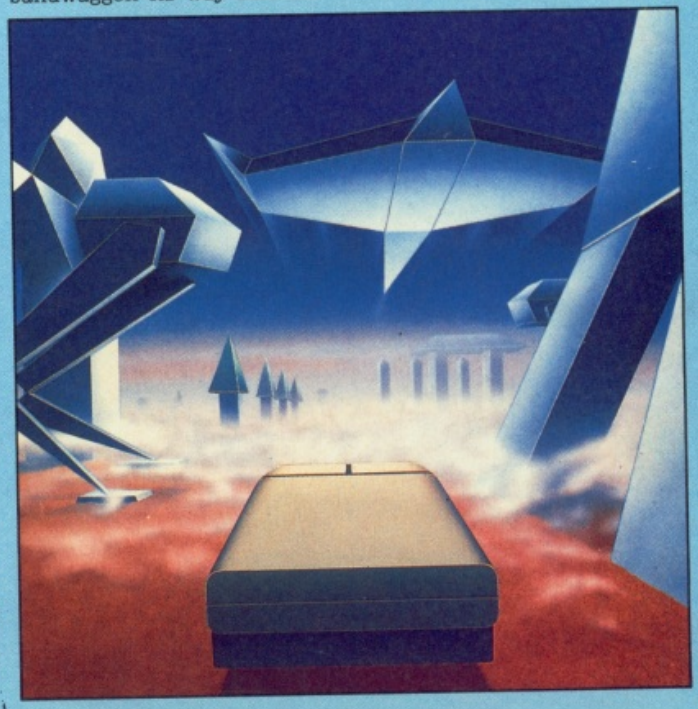
In the hands of Candrillo personnel, Katya and Jaysan, the AGAV was modified and made ready for a desperate attempt to recapture Novenia. The craft was small and limited in both firepower and fuel but the Candrillans were in a corner and willing to die fighting rather than sit and wait for the arrival of the grim reaper.

The latest game from Rainbird starts with the arrival of the AGAV on the Novenian surface. As the display screen clears after the hot descent through the atmosphere you enter a world which was previously the preserve of Atari ST owners.

Improved image

Vector graphics first gained prominence via the phenomenal success of sister company Firebird's Elite space trading game. StarGlider ST attempted to bandwaggon its way into history but nothing could disguise the fact that it was no more than a sophisticated mayhem game lacking the strategy elements which made Elite worthy of the awards heaped upon it.

The bad news is that the 48K version for the Spectrum is a faithful conversion of the ST



game. The good news is that the 128K version is one of the first games to show the full potential of the new sound capabilities of the Plus 2.

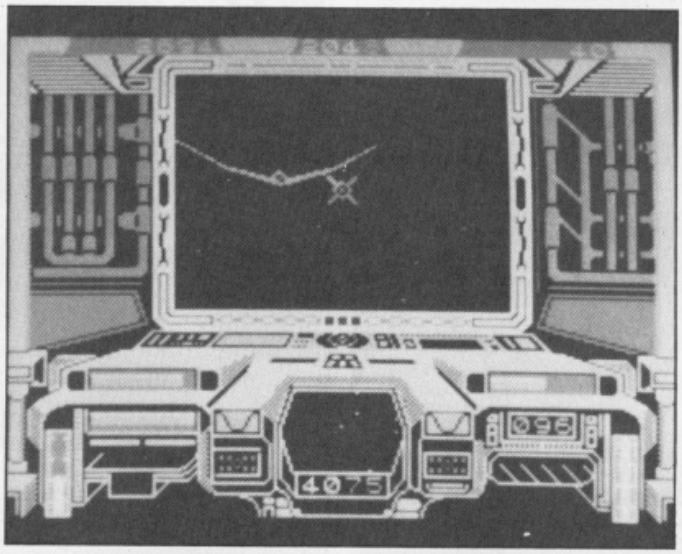
That the game can be encapsulated within the limited memory of the smaller Spectrum shows what a fine piece of programming this is and what a rush job was done on the ST version. As far as I'm concerned this is the best piece of vector graphic programming which has been seen on a home computer but, once again, I'm left wondering what lasting qualities the game has.

The aim is to search and destroy StarGlider One, the pride of the Egron fleet. To do this you command the AGAV and its very limited firepower of lasers and guided missiles. Laser power is fairly lavish but the AGAV can only carry two missiles at a time. This limits the effectiveness of your craft considerably. Many of the enemy weapons require a missile blast for their destruction and StarGlider requires at least three well placed hits. Somewhere there must be a supply of extra rockets.

The sentinels were not infallible and several servicing stations were built on the planet to re-equip faulty craft. The AGAV has been adapted to dock with any of the four repair depots. This not only restores the AGAV to pristine condition but also loads up an extra missile. It takes time for a depot to produce a missile so obtaining a full payload takes time.

When the view screen clears, a depot is one of the first things to appear. At this point you only have one missile so it is desirable to attempt an early docking. The sentinels are awkward to manoeuvre in Novenia's atmosphere so the depot's surface entry port rotates to eliminate the need to manhandle the sentinels into a docking position. The sentinels are automatically drawn into the depot by tractor beams but these cannot cope with the small AGAV. Manual docking must be timed correctly for a successful outcome and practice early in the game prevents wasting precious time when the damage register is low later in the game. This is very reminiscent of space station docking in Elite.

Once inside the depot, you can interrogate the databanks which show the range of enemy craft which must be faced in the violent world outside. Tanks, missile launchers, silos, walkers, stompers, aerial mines, Bute and Skim fighters, drones and the StarGlider itself can be viewed at leisure from a distance and close up to aid identification later.



The only thing that the depots can't provide is energy. Recharging must be achieved by finding power towers elsewhere on the planet. These are always found in groups of three towers. Two form a narrow gate opposite the third yellow topped tower which sends power back towards the gate through underground cables. Energy is collected by flying low through the gate and heading towards the generator tower over the cable pathway. Inductive effects will then recharge the AGAV's power cells.

All this is done under the hail of laser fire from Egron vehicles in the neighbourhood. Soon your attention must be turned to their elimination.

Explosive reaction

Many of the enemy craft can be eliminated by several blasts of the sentinel lasers fitted to the AGAV but the larger ones will have to be destroyed with a missile. Drones, walkers, stompers and the StarGlider all require this treatment and each missile must be manually guided to its mark.

When the launch is made the normal view from the AGAV is replaced by a missile's-eye view of the target. Guidance is a delicate business and the highly manoeuvrable missile needs only the gentlest of correction to its flight if the target is to be destroyed. If the missile goes astray it may be possible to swing around back onto target before it auto-destructs harmlessly.

Unfortunately the programmer missed an opportunity to add an extra danger element at this point. When the missile turns through 180 degrees it should logically be possible to see and hit your own vehicle in error but, sadly, the AGAV is not a visible object.

My favourite vehicles are the walkers and the stompers. Both are bipedal machines and where the walker looks like a mechanical Tyranosaurus Rex, the stomper walks like a T Rex with wellies on. Often when you're attempting to dock with a depot one of these beasts will be walking all over you causing damage galore.

Once again I must praise the graphics because the animation of the vehicles is superb. So what if the Bute and Skim fighters resemble Elite cast-offs in shape? The fact that several vehicles can appear on the screen at once in full animation and with missiles shooting towards, and past, your view without any apparent affect on speed is impressive programming of a very high order.

The eventual aim is to bring down StarGlider One and to do this you will have to reload and refuel several times. The craft is a narrow target for the missile to hit and it takes time to perfect the technique.

As you progress from level to level the other vehicles distract you by attacking the vital power towers but, using the sectorial mapping readout and your new found skills, the challenge lessens as your abilities increase.

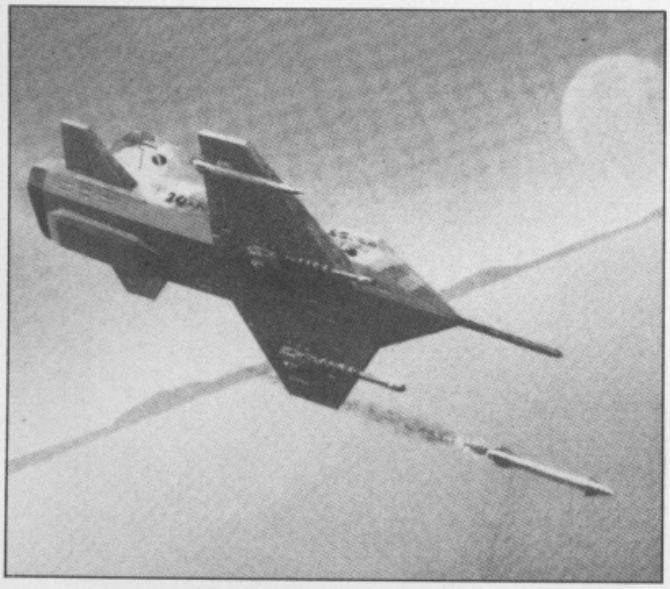
The 128K version prevents boredom setting in by setting tasks after you've accumulated a score of 4000 points. To find your mission you must dock with a depot. Each time you dock, the dulcet tones of Rainbird's Clare Edgeley announces the fact in crystal clear voice synthesis. The missions are either to collect useful items such as power pods and rear view screens (standard issue on the 48K version) or to fend off an attack on a vital location.

Value for money

The value of the game must be a product of its price and its lasting qualities. When you first play the game, the quality of the graphics and the sound of the 128K version cannot fail to impress but slick programming alone does not make a game. After developing your skills for a while the gameplay deteriorates to the level of an ordinary shoot-em-up. Despite the extras of the 128K missions, the game lacks the depth of the older Elite where, through skillful trading, you could convert your ship into a formidable fighting machine with a vast tract of space at your mercy.

The packaging is a lavish box containing a useful keyguide showing the controls which may be used, a playguide, a 64 page novella which gives hints and tips on playing the game as well as putting the whole scenario into context and a colourful A3 poster showing the AGAV in all of its antique glory.

Overall it is a superb package which will appeal to those who appreciate clever programming and search and destroy action. The gameplay would benefit from greater depth but its level is probably inhibited by the magnificent graphics and is, therefore, quite satisfactory as it stands. I feel that the price may inhibit the number of sales which it might otherwise have attracted but it should sell well enough to keep Rainbird happy.



SCORELINE	48K	128K
Graphics	5	5
Sound	3	4
Addictiveness	4	4
Friendliness	5	5
OVERALL	**85%**	**90%**

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DESTROYER...

Title:	Destroyer
Computer:	C64
Supplier:	US Gold / Epyx
Price:	£14.99 (disk)

Peaked caps and scrambled egg are not supplied with the game but everything else is.

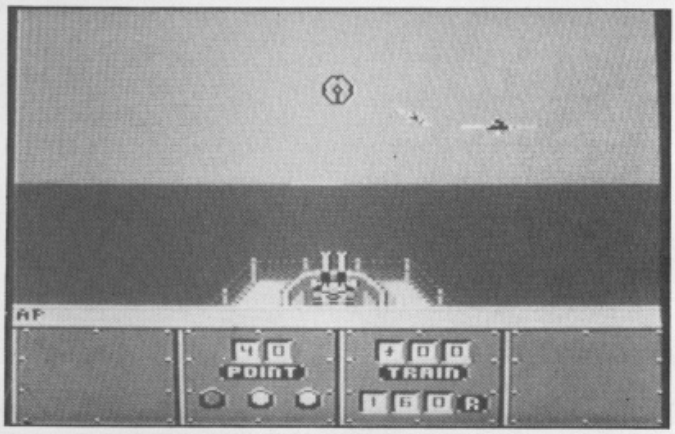
Imagine a cross between Silent Service and Beach-Head (revisited?) and you can imagine the action that lies ahead in Destroyer.

You captain a Fletcher Class Destroyer patrolling the high seas in the heat of the action of WWII. Ahead of you lie missions ranging from escorting convoys to hunting submarines.

Manning a destroyer is a complicated task even when it is broken down into Silent Service/Dambusters style station screens. Especially when there are thirteen of them!

Naturally this is beyond the standard joystick selection so you have to type in two-letter codes to access the BRidge to steer and activate weapons, NAvigation to plot a course between four set map co-ordinates, RAdar to track approaching enemy aircraft or ships, SOnar to track down enemy subs, DAmage control to patch up your destroyer and two main guns (G Aft, G Forward), two torpedo stations (T Port, T Starboard), twin anti-aircraft guns (AS, AP) and four depth charge guns that can be set to any depth to take out anything the enemy throw at you.

Luckily, you won't need all of those for every mission and you should begin your captaincy with an easier assignment such as the hunt for a single submarine or the shooting gallery of the enemy air attack in the Beach-Head style screen.



Each mission begins with a briefing which spells out your mission. It's important to read this carefully, particularly the map references, because once the action hots up you're on your own.

From the bridge you can activate the weapons systems you'll need and tell the helmsman to follow the course plotted on the navigation screen. If submarines are expected then it's a good idea to bracket the four depth charges to a good range of depths so you're ready to attack as soon as sonar get a signal.

Each station has it's own set of controls whose operation must be perfected if all is to be ship-shape and the mission successful. This is vital if you are to stand any chance at all in the more complex missions played at the highest of the three possible levels. For example guarding a slow moving convoy sets you up as a sitting target against attacking submarines, aircraft, ships and even shelling from island gun emplacements.

Naturally you can only be at one station at a time and so you should keep a careful lookout for reports from the other stations particularly enemy sightings from radar or sonar.

At times you have only seconds to respond and rush to the appropriate weapon screen to fight off the foe while finding time to assign the repair crews and navigate safely through seas full of coral reefs and hull-smashing rocks.

Survive those missions and you can tackle a scouting mission where you are ordered to avoid combat, the attack everything bombardment in support of a marine invasion, a search behind enemy lines for a shot-down pilot and the battle through a blockade to deliver important supplies.

Each scenario can be played at easy, intermediate or the suicidal advanced level with proportionate increase in enemy forces.

The true test of your captaincy, skill and reactions comes when you've taken a few hints and the damage boys are stretched. Do you run for it to regroup for another assault or do you battle it out hoping everything holds together for a few more seconds?

Either way Destroyer will test you, your nerve and your joystick to the limits.

SCORELINE

Graphics	5
Sound	4
Addictiveness	4
Friendliness	3
OVERALL	**80%**

BIG

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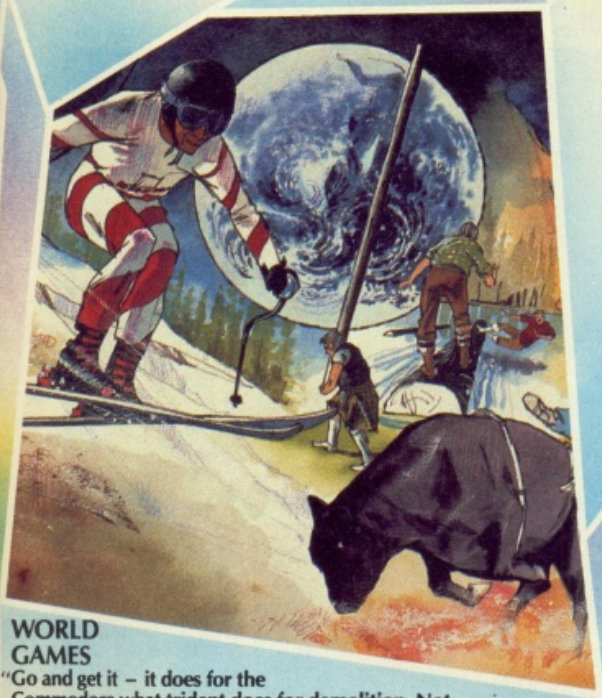

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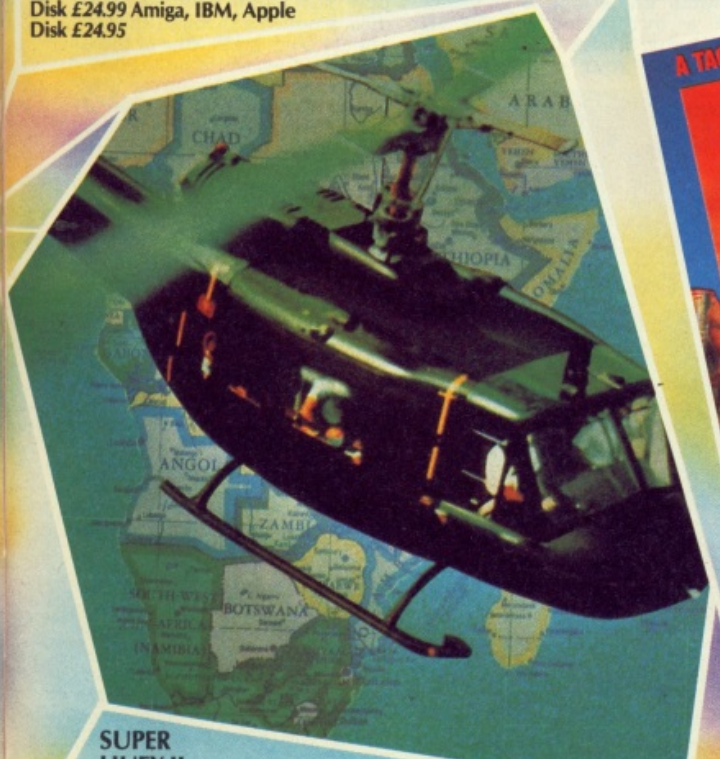

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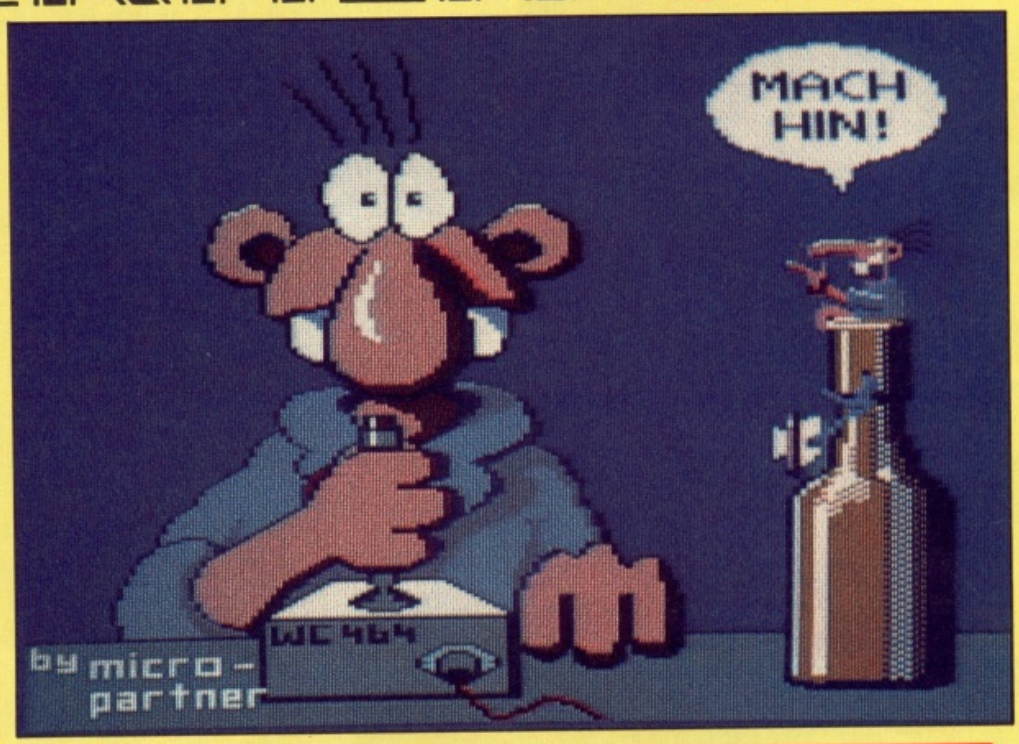
WERNER

is crazy, is Mad!

MACH HIN!

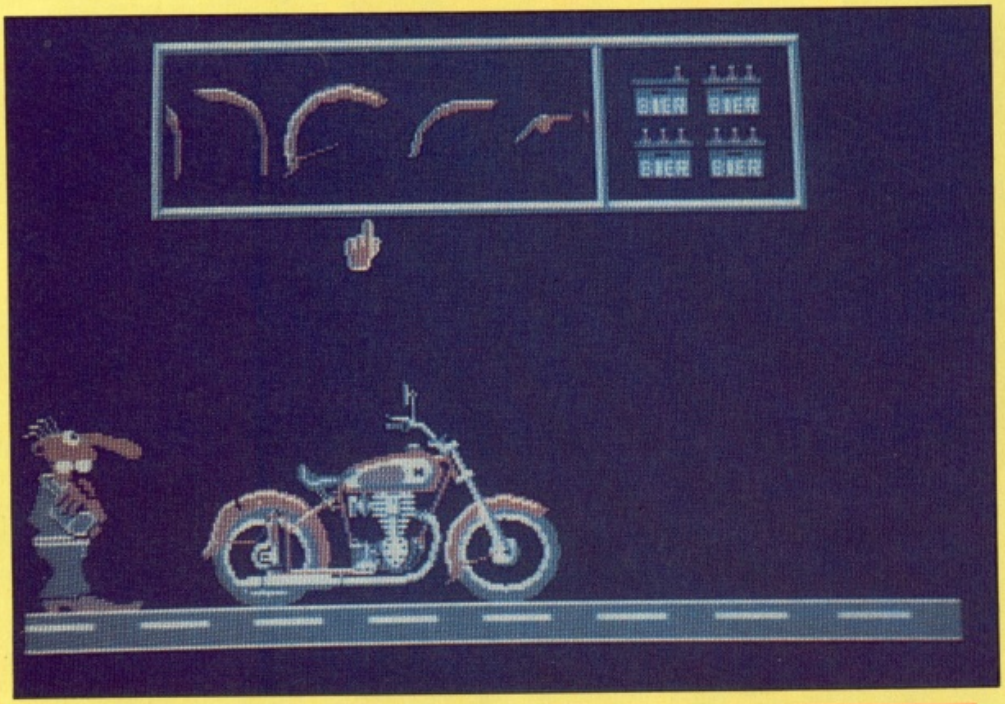


Mike Roberts goes for it!

Something not very well known about Ariolasoft is that it is backed by a VERY big German corporation. So with this in mind it is not too surprising that their latest release for the Amstrad (or rather Schnieder) is from a German company.

Werner — Mach Hin!, is a game based around a cult German comic character called Werner, a biker with a rather large nose and a taste for good (or bad, or any!) beer and large motorbikes. The tape has four games (five on the disk version) that have nothing to do with each other, have no real score, but all feature Werner.

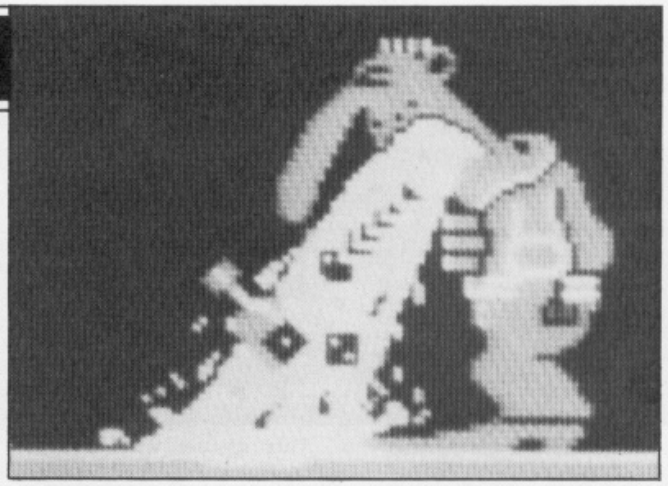
The first game is called 'Diddle' and seems to be based on a pub game played in Germany, where the idea is to out-cheat your opponent! To play the game you need two dice, a non-see through shaker, and 14 beer mats. One of these mats is called the 'diddling mat'. Any number of players can play the game though it is better if two or three people play against Werner to make it a bit more interesting. The 13 mats that are left are put into the middle of the table (or just in a pile somewhere). The first player puts the dice on the diddling mat, places the cup on top and shakes the dice. Then the player peeks under the cup to see what score is shown. The dice are scored using the higher value as the tens and the lower value as the units. So throwing a 5 and a 2 would score 52. That player then replaces the cup over the dice and slides it to the next player announcing his score, without letting the other players see what is actually on the dice.



Lie and cheat

Of course the idea is to lie and cheat your way around the game as the score you have to get is dependent on the score that the person before you threw (or said they threw). When the next person gets the cup he can either accept the

Werner is crazy, Werner is Mad! Werner, Mach Hin.



score as being correct, or call his opponent's bluff. If the score stands true then the person who called the bluff gets a beermat from the pile as a penalty. If, however, the previous player was bluffing, then he gets a beermat.

When all the beermats have been taken from the pile, if any player has no beermats then he has won. Since this is rather unlikely, the game repeats with players putting the beermats onto the pile when they successfully complete a move. The first person to get rid of all their mats wins.

How does this fit into the context of a computer game? Quite simple really. A huge picture of Werner appears on the screen showing him sitting at a table with a cup in front of him which he vigorously shakes. When he is satisified he will look under the cup and a speech bubble appears telling you what he claims to have scored. You can either accept or reject this. If you reject it then Werner will show you what is under the cup. If you are right then a beermat with the Werner logo on it will appear. If not then you must press the space bar to indicate that you took a mat from the pile. This bar must be pressed whenever anybody takes a penalty mat so that Werner can keep track. When you tell Werner what score you got he will occasionally ask you to show. When this happens you should type in the actual score.

All through the game. Werner's facial expression changes dramatically from staring vacantly at you to scowling and showing extreme rage. The animation of him playing is also very good.

The next game is where Werner is driving along in his car and has to avoid all the manic creatures and objects that are chasing him, such as a drill that will bore a hole in his petrol tank, a manic ignition key stealer and flying water melons. The further he goes the more beer he collects for a party. The idea is to collect four crates, or they won't let you in.

The section after this is very similar, with Werner in the same car, but this time he has to collect the four most useful objects that he passes and avoid the dangerous ones like the sunglasses (you can't see anything and crash) or the bomb.

Throw up

The final game on the tape version is probably the most entertaining. Werner has a huge selection of motorbike parts, including huge frames, different engines, fuel tanks, seats, handlebars etc. Your task is to build the ultimate bike for sale. However, all is not easy because you have to get the bike past the scrutineering eye of the local plod who seem to dislike certain V8 engines and chopper forks. However, if the bike isn't sufficiently flashy then you won't be able to sell it. In fact, the buyer takes one look at it and throws up!

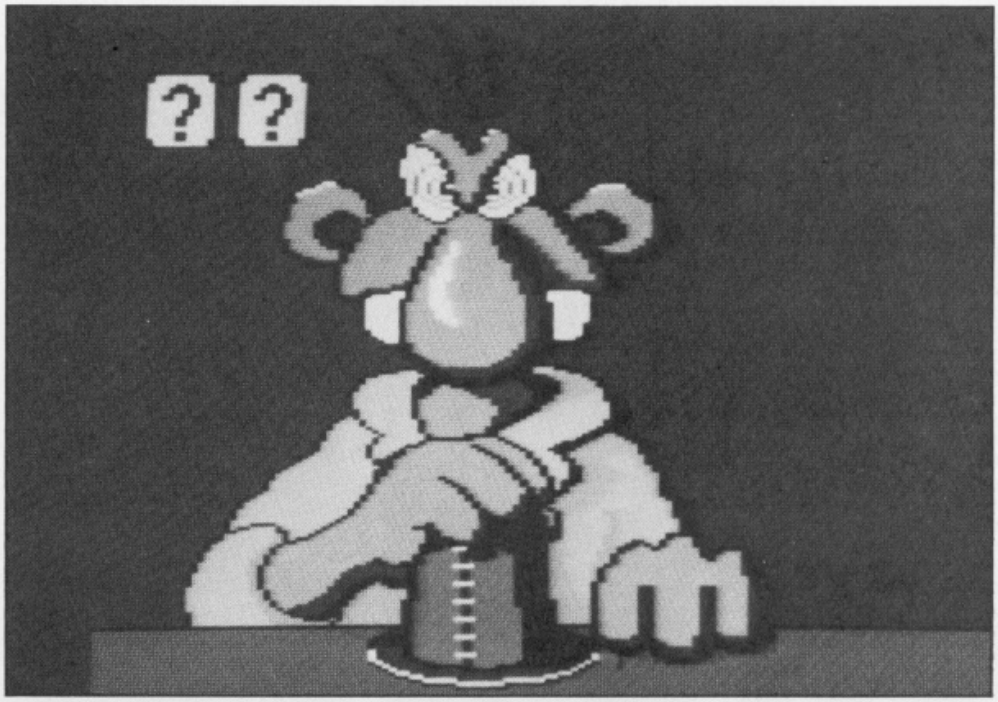
The last game is only available on the disk version of the game and shows a rear view of Werner on his massive motorbike driving down a road. He then enters a tunnel and emerges in dense fog. You then have to guide him around the headlights that you see dimly in the fog.

Whilst all the games are excellent graphically, and are extremely original, they tend to lack substance. Only the diddling game has any long lasting appeal, and that is still very limited. The build a bike game is more of a puzzle and it will take you quite a while to work out which bits work with what. This will last for a certain time, but even then I don't know what its lastability will be. The other two car games are very simple in content, whilst being very difficult to do in themselves. The last game on the disk has some good graphics, but is almost no game at all.

In the end I could see this as a good set of games, with some really fantastic graphics. However, the lastability of the games is not very high, and where the cult aspect of the character gives a spin off in Germany, he is not known in Britain at all and half of the in-jokes are wasted (like, what is the 'white sausage belt'?). And at Ariolasoft's prices I think that the number of people who will find the games funny enough for the asking price is limited.

SCORELINE

Graphics	5
Sound	3
Addictiveness	3
Friendliness	4
OVERALL	**75%**



HIGH FLYERS

Arcade flight simulators are easier to use than serious ones. Beginners can start with Ace of Aces or Strike Force Harrier or you could try Super Huey II, the Rolls Royce of the helicopter world.

Flight simulators are boring!

After you've taken off, landed and flown a few circuits what else is there to do? Most joystick pilots put the plane/chopper into a nose dive just to see what happens when you crash.

The problem is that once you have a working knowledge of the controls and can actually fly the plane there's nothing else to do.

Similarly, flying the fastest, deadliest, meanest thing that ever ruled the skies is also extremely tedious as any enemy aircraft are easily swatted without getting your wings in a flap.

Then, suddenly, within a few weeks, Ace of Aces, Strike Force Harrier and Super Huey II all take off with plenty of action to panic even the most sophisticated fighters.

Although all three of these high flyers are flight combat simulators they're as different as the aircraft they simulate, from the supersonic dogfights of a Harrier to the World War II missions of a Mosquito.

Ace of Aces (US Gold/Artech)

Daring WWII raids over enemy lines is the name of the game if you want to join the elite as Ace of Aces.

Flying your RAF Mosquito fighter-bomber you must intercept enemy bombers heading for London, destroy V-1 rockets, sink submarines, battle with ME109 fighters and destory POW trains before they reach Berlin!

If you're one of the best you might attempt all those in a single mission or you can try them one at a time. Either way the game begins in the briefing room.

Flying the Mosquito couldn't be easier as each mission begins with you already airborne and ends back in London without having to land the plane either (the tricky parts of flying).

Joystick moves or the 1-5 number keys flip between five main screens. The pilot's screen shows the view out the front and is used to fly the plane as well as gun down enemy fighters, port and starboard views also control the engines, the bomb bay aims and drops the bombs (on submarines and trains) and the navigator's map plots your position and course to the target.

This system was used to great effect in games such as Dambusters and Silent Service and is easy to use particularly when a warning icon flashing to you direct you to any problems such as an engine on fire or the target coming into the bomber's sights.

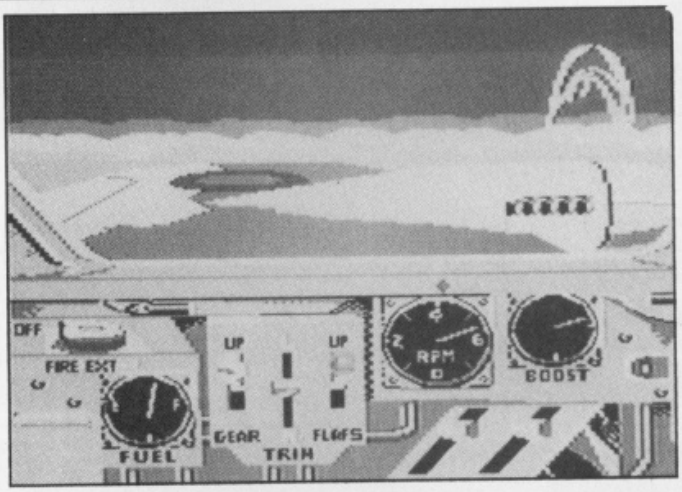
Having said that, things can get hectic as everything seems to happen at once (maybe you should have brought the rest of the crew with you!).

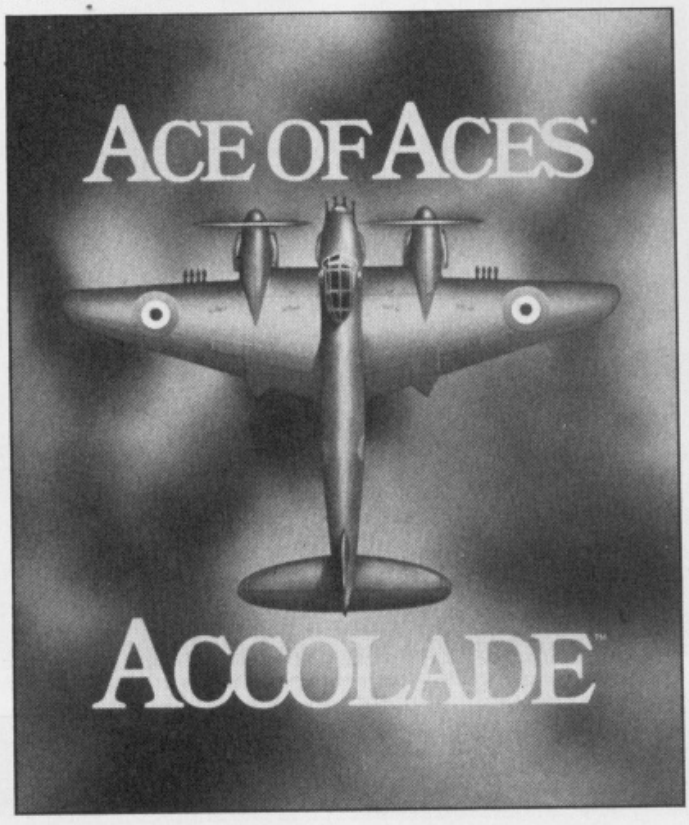
Each mission presents its own unique challenge whether it be lining up for a bomb run on a submarine pen before all the U-boats submerge, or a dogfight with bombers and their fighter escorts, so it's vital to arm your Mosquito with the right sting for the job.

You could arm yourself to the limit with bombs, guns, missiles, even extra fuel tanks, but this would slow you down giving you no chance in a dogfight with a ME109.

Surviving a mission is achievement enough but for perfectionists points are awarded for targets bombed, enemy fighters shot down, as well as unused fuel, bombs and missiles that are recorded on a high score table.

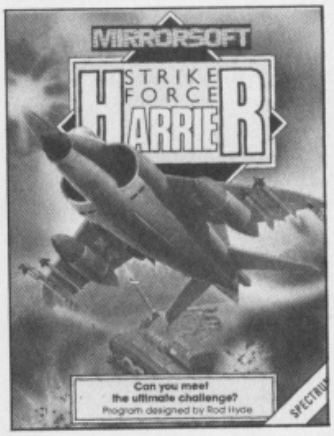
Once you've completed single missions you can combine two or more to produce even more heroic deeds until, finally, you combine all of them in a single sortie in an attempt to become the Ace of Aces.





Strike Force Harrier (Mirrorsoft)

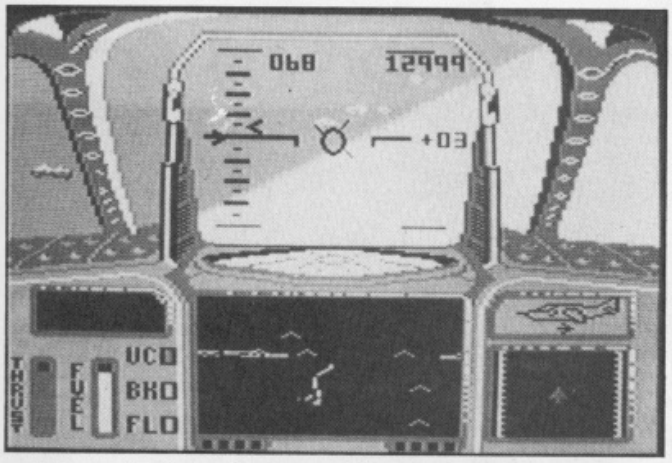
The vertical take-off Harrier proved its worth during the Falklands conflict and stars as the second of our high flyers.

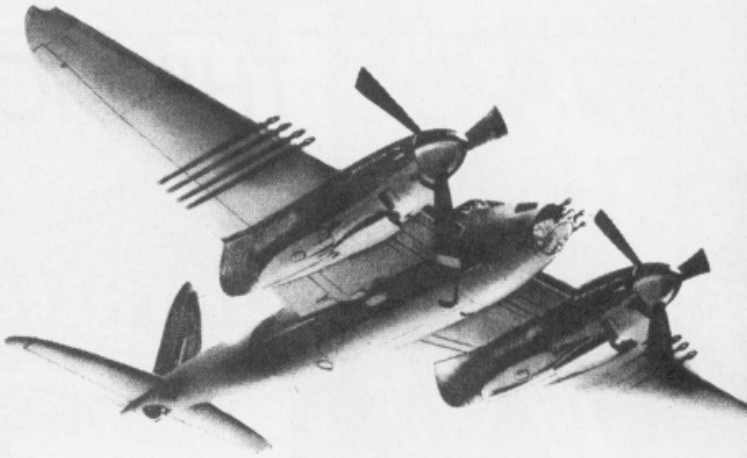


Mirrorsoft have even improved the Harrier's impressive specification with the addition of a homer function to find hidden landing sites that your land forces have set up behind enemy lines.

Your mission is to attack an enemy base that is 250 miles away across a hostile land full of MIG fighters, 3500 Harrier-smashing SAM missile sites and over 1000 tanks!

To make things worse you can't complete the game in a single sortie, instead you must clear each sector so your land forces can move up and establish landing, refuelling and re-arming bases.





More emphasis is placed on actually flying the plane than in Ace of Aces, including learning how to take off and land conventionally and using the Harrier's unique vertical techniques.

A HUD (Heads Up Display) displays all the essential information on the cockpit window so you can read the instruments without crashing into mountains. Below that a radar screen plots your position in the sector along with any "bandits".

Fast moving red traces warn of missiles requiring evasive action if the game is not to end. This can be exceptionally annoying if you're only a couple of miles from the enemy HQ.

Luckily the Harrier is well suited to this sort of mission with its vertical landing and take off jets ideally suited for hopping between makeshift airfields and they might just get you out of the way of a homing missile.

The controls do take some practice to get used to, but soon you'll be able to concentrate on tactics and strafing runs as you become a Strike Force pilot.

Super Huey II (US Gold / Cosmi)

By far the most complicated of the three, Super Huey II sits you in the cockpit of a fictitious advanced helicopter, the Cosmi UH2X.

This chopper has over 50 displays, indicators and gauges to baffle even the most hardened simulation freak.

Nine joystick functions and 26 keys are needed to fly this machine and control its navigation and weapons systems as well as its on-board computer.

Getting the helicopter off the ground and keeping it straight is a major achievement but, when you've managed that, there are six missions to challenge you.

The missions reflect the flexibility of this all-purpose hero's helicopter as it can shoot down madmen that have stolen a chopper and are threatening to destroy all of your bases, extinguish bush fires that are raging in California, search the arctic wastelands for lost scientists, fight fires and rescue workers from besieged Mediterranean oil rigs, battle sea-faring terrorists from a carrier or even explore the secrets of the Bermuda triangle.

Whichever mission you choose, you're sure to meet enemy planes that can detect and track with your on-board computer and blast with either your 9mm cannons or air to air missiles.

Super Huey II is an excellent game if you are prepared to do the training, helped by almost constant use of the pause button while you rifle through the extensive instruction manual. If you you'll find it overly complex and move on to a simpler game such as Strike Force Harrier or Ace of Aces.

All three of the games are highly recommended and all dramatically boost the cause of the down-trodden flight simulator.

Ace of Aces is by far the simplest and should appeal directly to the games player. Strike Force Harrier requires more flying skills and sense of strategy (if you're not going to attempt the full mission) whereas Super Huey II demands almost total flying concentration with a few missions included for those who can tackle them.

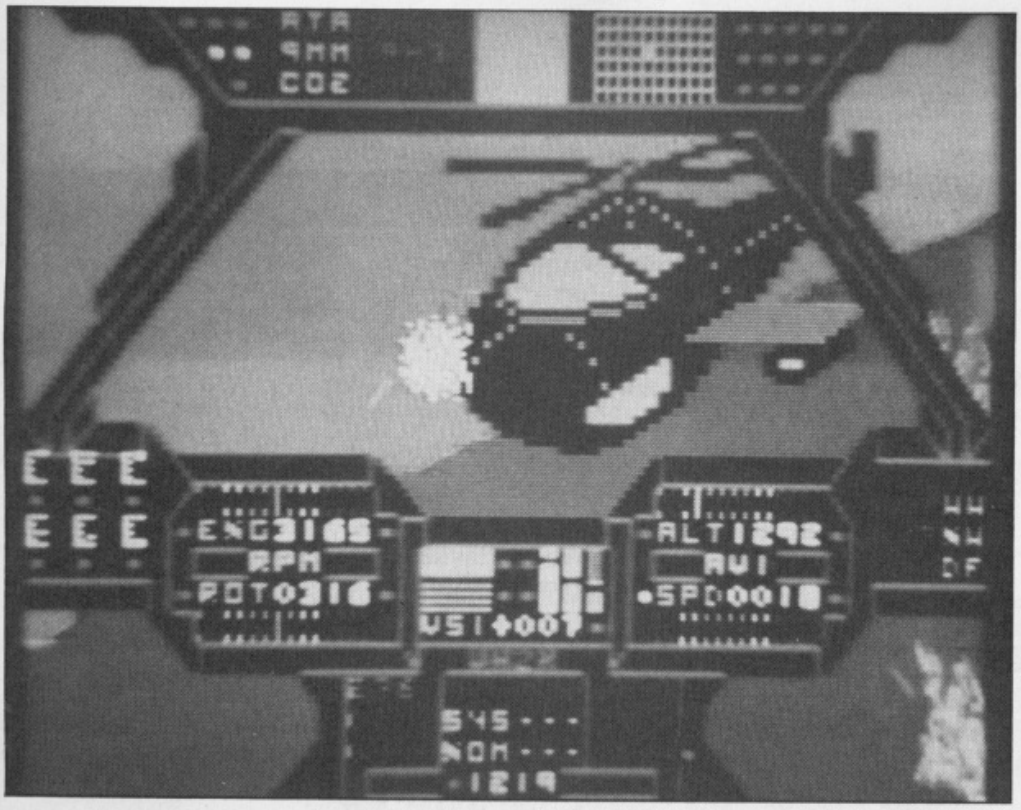
My favourite is definitely Ace of Aces as I can now tackle three missions at once.

SCORELINES

ACE OF ACES (C64)	
Graphics	4
Sound	3
Addictiveness	5
Friendliness	5
OVERALL	**85%**

STRIKE FORCE HARRIER (Spectrum, C64)	
Graphics	4
Sound	3
Addictiveness	4
Friendliness	5
OVERALL	**80%**

SUPER HUEY II (C64)	
Graphics	5
Sound	3
Addictiveness	2
Friendliness	1
OVERALL	**55%**



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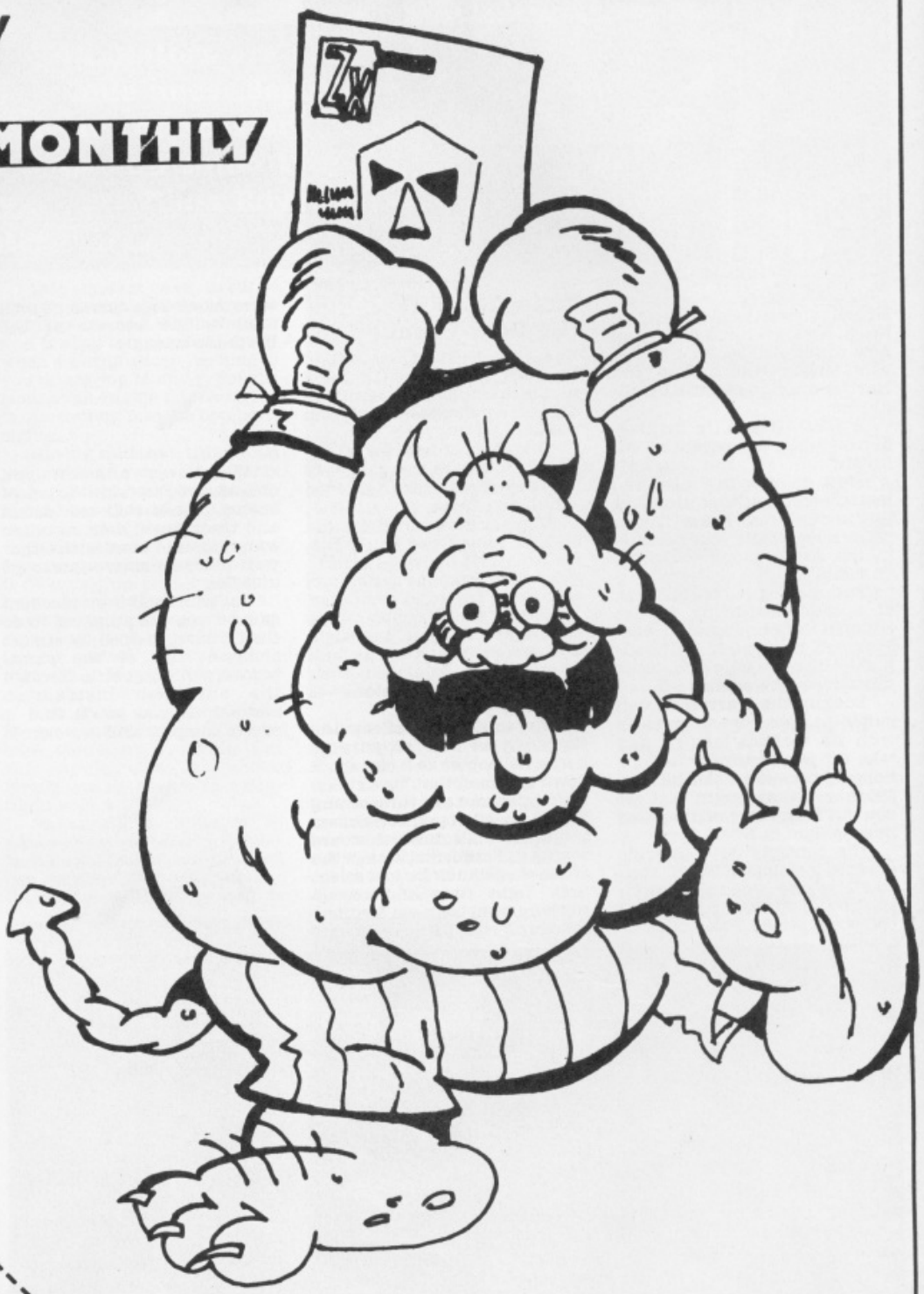

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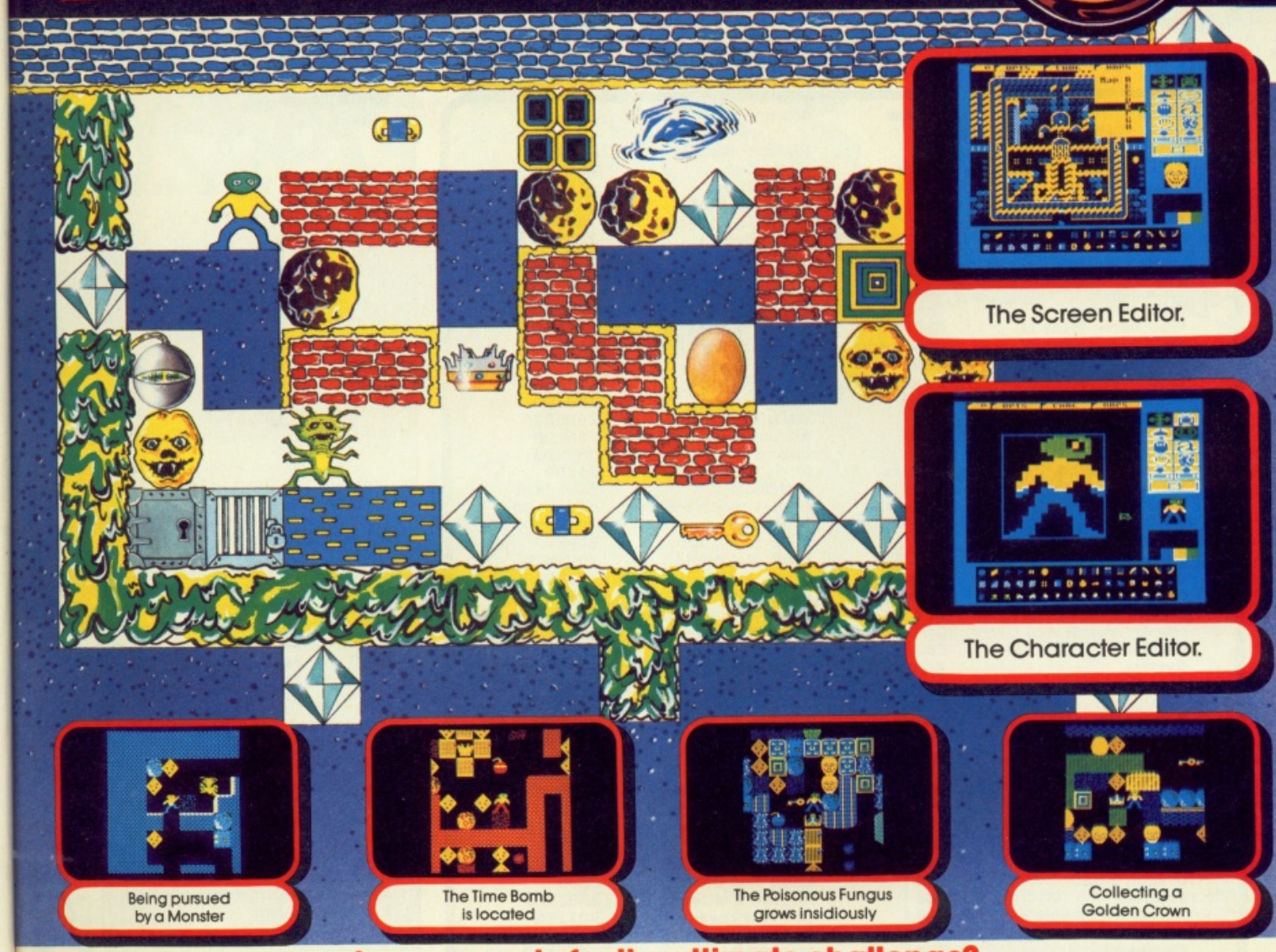
REPTON 3

THE ULTIMATE CHALLENGE



The Screen Editor.

The Character Editor.

Being pursued by a Monster

The Time Bomb is located

The Poisonous Fungus grows insidiously

Collecting a Golden Crown

Are you ready for the ultimate challenge?

Our original Repton game was immediately acclaimed as a refreshingly new concept: a game requiring dexterity to complete its arcade-style elements, and clear logical thinking to solve its strategic puzzles. Repton involves retrieving treasure from cleverly-constructed traps of falling rocks whilst avoiding the fearsome monsters and haunting spirits. "This is an astounding game reaching new heights in BBC arcade adventures," enthused the Micro User magazine.

Last Christmas saw the release of Repton 2, larger and much more challenging than before. Acorn User's Technical Editor Bruce Smith wrote: "Repton 2 is better than anything I've played on the BBC Micro or Electron. Brilliant!"

Now, completely rewritten and improved for the Commodore, Amstrad, BBC Micro and Electron, we proudly present Repton 3. For the first time, a screen-designer is included: try to devise screens that will perplex your friends, then see if you can solve their newly-designed screens. Another innovation is the character-designer which enables you to design your own monsters, rocks, eggs, spirits, diamonds . . . any or all of the game's characters can be redefined as you wish.

Repton 3 is much larger than its predecessors — it has 24 fascinating screens, and players who are skilful enough to complete them all can enter our prize competition described below. All the favourite Repton characters have been retained, together with several new features: a creeping poisonous fungus which grows at an alarming rate; time bombs and time capsules (for puzzles in the 4th dimension); and golden crowns as well-deserved rewards for your endeavours. **Can YOU complete Repton 3?**

PRIZE COMPETITION

If you complete Repton 3, you can enter our competition. Prizes include over £200 in cash, with T-shirts, mugs, badges and pens for runners-up.

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The screen pictures above show the BBC Micro version of Repton 3.

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HI-SCORE

Game	System	Scorer	Score
Action Biker	C64	Richard Ewart	258920
Action Biker	Atari	Nigel Clarke	237462
Hyper Sports	Spectrum	David Stein	415980
Hyper Sports	C64	Terrence Nichols	131600
Pole Position	Atari	Dominic Anderson	136650
Pole Position	BBC	David Brown	123350
Elite	BBC	Robert Booth	214748364
Elite	Electron	Craig Burbridge	1100476
Elite	C64	Jason Kennedy	428957315
Elite	Spectrum	Barry Dyson	431316.7
Who Dares Wins II	C64	Julian Bryant	112550
Who Dares Wins II	Spectrum	Shaun Bowes	410850
Raid Over Moscow	C64	Adrian Watson	423300
Raid Over Moscow	Spectrum	Mark Henley	672650
Zaxxon	Atari	Simon Jones	199130
Zaxxon	C64	Mathew Taylor	2456200
Exploding Fist	C64	Adrian Watson	334700
Exploding Fist	Spectrum	Robert McKane	853200
Exploding Fist	Amstrad	Chris Rasteiro	94800
Yie Ar Kung Fu	C64	Jeff Barber	20096400
Yie Ar Kung Fu	Amstrad	Robert Montgomery	35023000
Yie Ar Kung Fu	Spectrum	Paul Mahon	2750000
Yie Ar Kung Fu	BBC	Peter Lipscombe	809900
Commando	C64	Steve McDonald	9507500
Commando	Spectrum	Freyr Kolbeinsson	17163150
Commando	Amstrad	Justin Brown	141450
Rambo	C64	Sven-Arne Reinemo	2129800
Hunter Patrol	C64	John Watson	132350
Gyruss	C64	Christopher Brown	374900
Gyruss	Atari	Michael Cameron	378450
The Eidolon	Atari	Aaron Hardwich	19499
Bombjack	Spectrum	Michael Brown	1436230
Bombjack	Amstrad	Morten Kj Petterson	999060
Paradroid	C64	Rick Oberoi	54470
NOMAD	Amstrad	Neil Fenton	2500
Fractalus	Atari	Martin Craven	220723
Green Beret	Spectrum	Mark Robertson	129800
Green Beret	C64	Meil White	78200
Green Beret	Amstrad	Loucas Thomas	7682000
ACE	C64	Ian Grimney	16910
ACE	Spectrum	Richard Dunseith	111550
Dragon's Lair	C64	Colin Hayward	3278
Uridium	C64	Morten Neilsen	1263820
Ghosts and Goblins	C64	Lee Markham	501150
Druid	C64	Graham Jones	Light Master
Slamball	C64	Neil White	1596310

86793
50029
41885
32667
53174
79921

Welcome to our on-going hi-score competition. A bit of a change in style this month, despite people sending in photographs to prove their score, we are still receiving one or two dubious scores a month (most of which we weed out). So as of this month you are required to send in a detailed 'hint' of a high level in the game. This serves two purposes — to prove your claim, and to help other players.

The best hints will be printed, and the best hint of all each month will receive a prize. Also we are going to start printing photographs of you, so when you send in a high score, as well as attaching your hint, you should attach a passport sized photograph of your 'orrible visage, we prefer monochrome, but colour will do. If you want the pic returned, remember to include a SAE, and put your name on the hints as well as the back of the photograph. If you want the hints to be published then we prefer them typed with wide margins and double spaced between lines.

All entries, as usual, to:

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SPECTRUM REVIEWS

Title:	**Kayleth**
Computer:	**Spectrum**
Supplier:	**US Gold**
Price:	**£9.95**

A rare mineral was the downfall of the Zyronean race. The ore is question is chromazin and it is craved by the powerful Kayleth who has sent down hordes of androids and used his atomic bisemblers in order to enslave the Zyronean people. You managed to avoid capture and were all set on discovering exactly who Kayleth was and how best to get rid of him when events overtook you.

The time is 340 a.k. You awake only to find yourself strapped to a conveyor belt moving inexorably towards a giant pair of pincers that seem intent on parting the top half of your body from the bottom. Your memory is only working in patches and there are huge gaps in your knowledge that instinct tells you you must relearn or remember as soon as possible. The first problem is how to escape as the bands of steel are too strong for a mere human to break. How is it then that you can escape with ease? This only leads to further trouble as alarms are triggered and a Destroyer Droid is sent after you to restore the peace.

Kayleth is a graphic adventure but the pictures are highly detailed, colourful and some of them animated. A nice touch is that you can opt for a preview of thing to come before you start playing and this certainly whets the appetite. The text is fairly brief but fits in well with your limited memory recall. Full and good use is made of 'examine' and the program even prompts you if you are looking in the wrong place.

The parser is reasonably complex and able to handle commands such as 'ask Broznek for the Qnuts' or 'get the fuse and insert it'. Use can use 'all' to pick up and drop multiple objects. Other useful commands include a-RAMsave and something called BOM. Not as sinister as it seems, this merely allows you to correct a temporary mental blackout by going Back One Move.

It makes quite a change to have a science fiction adventure to review and certainly, from reading the accompanying blurb, the authors have no love for goblins, trolls and their ilk. Based on a story from Isaac Asimov's science fiction magazine, the plot is both well constructed and logical. If you're a love of both SF and good adventures, then Kayleth is for you.

SCORELINE

Graphics	4
Sound	4
Addictiveness	4
Friendliness	4
OVERALL	**80%**

Title:	**Phantomas**
Computer:	**Spectrum**
Supplier:	**Codemasters**
Price:	**£1.99**

Do you ever get fed up of being a hero all the time? Ever thought 'That's it — no more Mr Nice Guy?' Well, here's your chance to play a villain for a change. Phantomas is a mutant, specially designed to rob, steal and plunder. Unfortunately, he/she/it was also designed to avoid capture by the enemy in the war of the red moons on Alpha Centauri. This skill came in most useful when Phantomas decided to escape from his builders and set up as an intergalactic criminal. The local paper — the Galaxy News — kept him informed of who was in need of being parted from his wealth and it is on one of these escapades where you come in. A very rich miser named Godter owns a mansion and grounds that are rumoured to contain both a strongbox and jewels. Naturally, Godter believes that his treasures are safe so it's up to you to aid Phantomas and prove him wrong.

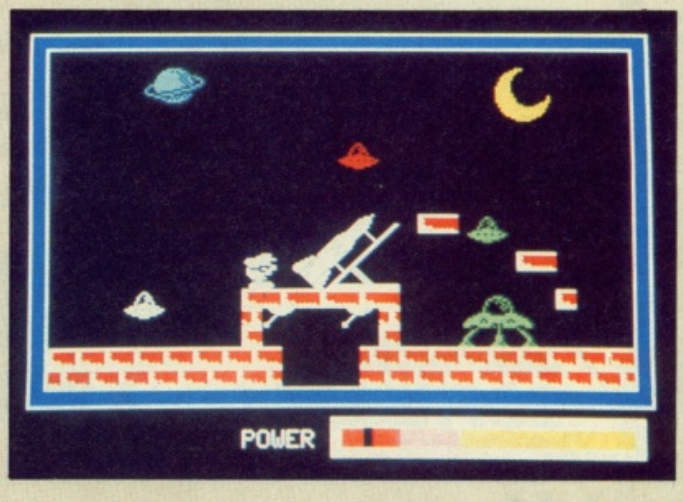
The game is a mixture of platform game and arcade adventure with some nice original touches thrown in for good measure. Starting off in the grounds, Phantomas is trying to throw 36 levers that like scattered around. There is the usual assortment of nasties trying to stop you but there are also energy cubes available to keep you going that little bit longer. Godter is obviously a keen collector of flying machines for his garden is full of them. What's more, some of them still work and transport you to far flung corners of his grounds. Here, you might have to avoid giant rocks in a decathlon type race against time. i.e. You hit the keys as fast as you can or the rock crushes you.

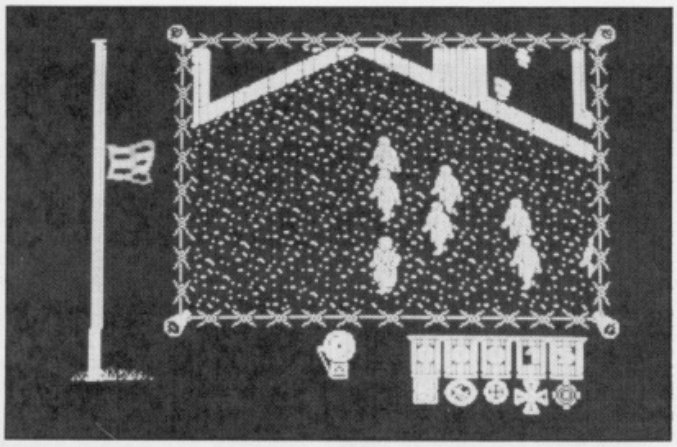
An unusual touch is that you have both a long and high jump available to you as you try to avoid the obstacles. Gradually, you make your way into the palace and underground complex, still searching for the switches and strong box. When the alarm goes, you know that you have found them all. Getting the jewels is a bit trickier though and there are a couple of riddles in the instructions to be solved first.

Although platform games have been done to death, Phantomas has enough original touches to make you sit up and take notice. Couple that with bright colourful graphics and a budget price and Codemasters look to have a winner on their hands.

SCORELINE

Graphics	4
Sound	3
Addictiveness	4
Friendliness	4
OVERALL	**75%**





Title:	**The Great Escape**
Computer:	**Spectrum**
Supplier:	**Ocean**
Price:	**£7.95**

After dismal offerings such as Miami Vice and the truly awful Knight Rider, Ocean need to escape from this rut. Will the path to freedom lie in the Great Escape?

Set in 1942 you are the prisoner in an old castle converted into a POW camp. Although the Kommandant assures you that "for you, ze war is over", you're determined to escape and get back in time for the second half. Until then your daily routine consists of roll calls, meals, sleep and exercise periods.

If you leave the game for more than a few seconds then your prisoner will automatically follow this routine and will use any free time to practice pacing up and down. This may sound pointless but is essential if you are going to escape.

Watching this automatic prisoner going about his daily routine reveals the times and places where you must be so as not to raise the alarm. It also reveals the times when you can roam almost undetected and the position and habits of the guards. Once you've plotted the camp routine then you can think about getting out.

As your confidence grows you can duck through doors while guards are facing the other way, search an off limits room and return undetected in time for the roll call.

The attention to detail is incredible as 255 scrolling screens represent the camp and it's buildings and perimeter that are packed with prisoners, goose stepping guards, guard dogs and, of course, the Kommandant.

The rest of the screen display shows your score, any objects that you are holding, messages such as those announcing roll call, the camp's alarm bell and a flag representing your morale. If this is at the top of the flag pole then you're fit and can gain control of your character by simply pressing the fire button, but if it's low then your will is broken and you won't be able to break out of the camp's daily routine.

At the beginning of the game, security is quite slack and will remain that way until you're caught in the wrong place at the wrong time. As escape attempts fail and useful objects are found and confiscated the security will tighten.

This has a bad effect on your morale as does a constant German escort until finally the game ends as your morale hits zero.

The other prisoners have already reached this dismal state and will be of little use to you although a few retain some life and can be bribed into creating the odd diversion. But for the most time, you're on your own.

At the beginning of the game things look hopeless and you begin to wonder how you'll ever escape. Then you'll find an object or perhaps accidentally move the boiler in your room and discover a tunnel and suddenly you'll be on the trail. Your morale will increase and soon you'll become a one-man escape committee.

Unfortunately, you can only carry two objects at any one time so you'll have to find a safe place to stash them away from prying Germans until you need them for your next escape attempt.

Some games you seem to spend more time in solitary than in the camp but somehow being caught at the last minute just makes you even more determined to escape next time.

An excellent game that features superb graphics and animation that really captures the atmosphere of the Great Escape.

SCORELINE

Graphics	5
Sound	3
Addictiveness	5
Friendliness	5
OVERALL	**90%**

Title:	**Cobra**
Computer:	**Spectrum**
Supplier:	**Ocean**
Price:	**£7.95**

Ocean have got their teeth well and truly into Game of the Film of the Book type tie-ins these days and their latest release, Cobra, is no exception. Cobra is Marion Cobretti, a vigilante cop of the Zombie Squad. A one-man killing machine and a typical role for Sylvester Stallone — one in which there are more baddies to be killed than words to be spoken. His lady-friend, Ingrid, is also hanging around, generally getting in everyone's way and waiting to be rescued. So stupid is she, that she manages to do this on each of the three levels — the city scene, rural area and factory — as Cobra rushes his way towards a final confrontation with the Night Slasher.

Starting off weaponless, Cobra must go around greeting his enemies with the old Glaswegian handshake (i.e. headbutting them). There are, of course, extra weapons to be found — there always are but you'll never guess where. Wrong! They're hidden inside hamburgers! Imagine the scene next time you go for a Big Mac. 'What would you like on your quarter-pounder today sir? Onion, ketchup, pickle and a Laser-sighted machine gun. Have a nice day!'

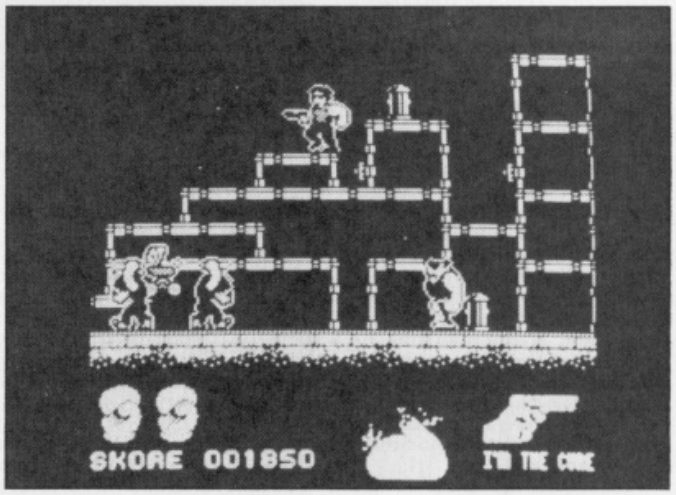
Of course, all heroes have their weak spots. Achilles had his heel. Indiana Jones was afraid of snakes. What is Cobra scared of? Wrong again! It's prams! Perambulatorphobia. They temporarily stun our hero allowing the baddies to close in. And what baddies they are! Thugs wielding knives and pretty girls equipped with the latest matching accessory of a portable bazooka.

All that is missing now is a few fluffy animals. Oh look! Whenever you get a weapon (from the hamburger remember) a duck appears at the bottom of the screen. In keeping with the theme of violence, it promptly starts to disintegrate — your weapon, it appears, self-destructs in a certain amount of time. After much research, I discovered why a duck (a bird not renowned for its innate savagery) was used. The answer was that it was a cue card telling Stallone what to do if a missile came towards him — lot easier than words, I'm sure you will agree.

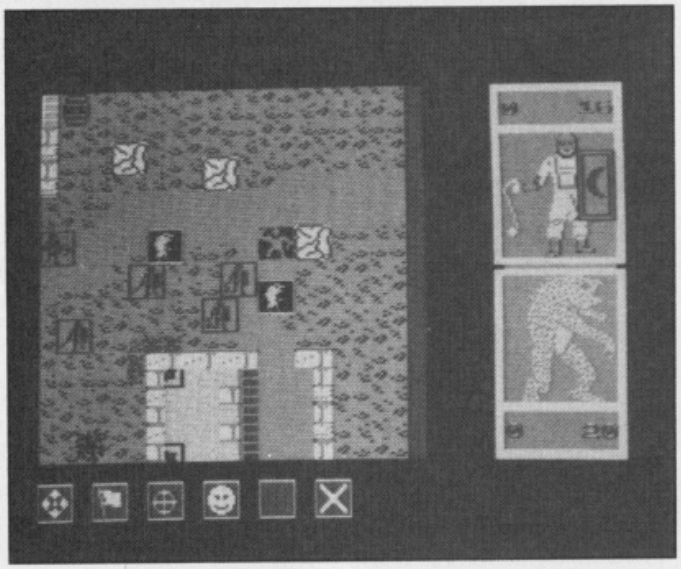
The graphics are OK but nothing stunning; the screen can end up looking very messy. There are nice options allowing you to choose mono or colour, sound on or off but overall, the game offers nothing special. It's a variation on the Green Beret theme, and if you like shoot-em-ups involving humans rather than spacecraft then fine. But I found few addictive qualities in the game. If this is like the film, I don't want to see that either.

SCORELINE

Graphics	3
Sound	4
Friendliness	3
Addictiveness	2
OVERALL	**60%**



Title:	**Swords of Bane**
Computer:	**Spectrum**
Supplier:	**CCS**
Price:	**£7.95**



With a title that suggests that the game is going to be an adventure, CCS have taken their familiar wargame theme and transposed it into a fantasy setting. You represent various troops of the Imperial Guard situated within a valley investigating rumours of a heavy movement of monsters.

The game starts with you choosing from the various difficulty levels and then selecting your troops. These range from fireball-casting wizards — fine at long range but useless close up — to a variety of foot soldiers. Selection is by icon and what troops you pick is up to you. You have an initial amount of 'gold' with which to buy troops. As in life, what you get is what you pay for so that you can have lots of poorly equipped troops or a few heavily armed fellows.

The enemy consists of earth and water elements, demons and their leader, the Fire Demon. The monsters do not have any sort of long range weapon ability but they make up for it in other ways. Demons drain your strength and add it to theirs, water elementals regenerate on contact with water and earth elementals are just plain strong.

The game plays well but does have quite a few annoying features. There is no save facility. You cannot scroll the map to look around and find out where the monsters are coming from, and entering commands is very tedious. If you want a man to stay put for that particular turn, you must select move and then not move him. A bit of thought could have improved the presentation considerably. On the plus side though is the fact that there are two extra scenarios available on the second side of the tape — providing that you have a 128K Spectrum.

I got the feeling that CCS's hearts weren't really in this game. They produce very good wargames based on historical scenarios but fantasy doesn't really seem to be their scene and my lasting opinion is that the game is laboured.

SCORELINE

Graphics	3
Realism	2
Friendliness	3
Addictiveness	2
OVERALL	**50%**

Title:	**The Colour of Magic**
Computer:	**Spectrum**
Supplier:	**Piranha**
Price:	**£8.95**

Somewhere, in a far distant galaxy in the city of Ankh Morpork, lived a wizard called Rincewind. Fate had not been kind and he knew only one spell, and that, only because it had forced itself into his brain. To make matters even worse, Rincewind even has difficulty with that spell for it is one of the eight secret spells of the Octavo. In fact the only redeeming quality that Rincewind possessed was his talent for languages.

As fate would have it, a tourist chances to enter the pub where Rincewind is not enjoying a mug of ale. On the verge of being robbed blind, our reluctant hero steps in and quickly finds himself acting as guide for the stranger Twoflower and his remarkable piece of luggage. A chest crafted of the most valuable wood, it moves of its own volition, carried on hundreds of little legsf. If you also add the details that the entire world is being carried on the back of a giant turtle called A'Tuin (sex unknown), you quickly see that the Colour of Magic is no ordinary adventure.

Based on the book of the same name by Terry Pratchett, TCOM is a sort of Hitch-hikers Guide to the Galaxy meets the Hobbit. The game has been written by Fergus McNeill, author of such spoof adventures as the Boggit and Bored of the Rings.

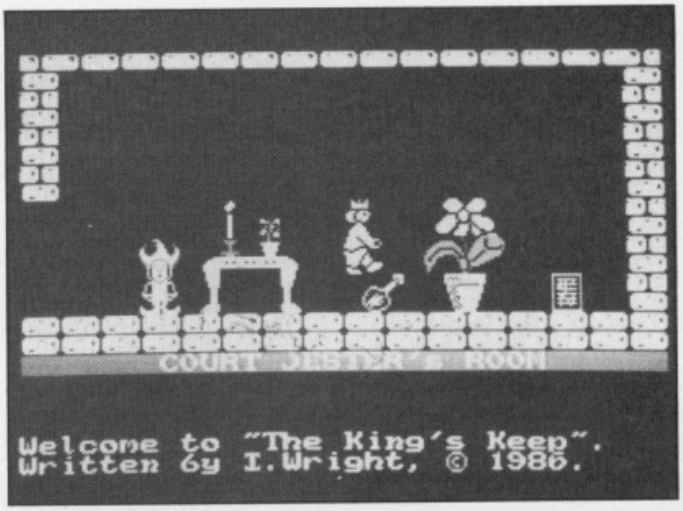
The first problem in this four part game is that you have precisely no idea of what it is that you are trying to do. Starting off in the pub, you quickly find yourself showing Twoflower a typical pub brawl and such wonderful sights as the temple, palace and whore pits where Twoflower produces a strange sort of camera device. An attempted act of kindness in giving some milk to a cat results in a little girl slapping you round the face as she accuses you of trying to drown a very small moggy in a very large saucer of milk.

Another unusual feature of the game is the way you move about. Gone are the traditional N, S, E and W. Because you are in a slowly rotating disc world, you must come to terms with Rimwards, Hubwards, Widdershins and Turnwise.

A few of the locations are illustrated though the pictures are nothing special. The text appears in volumes though and fans of Fergus's earlier works won't be disappointed. The Colour of Magic is an unusual story and shows yet again that it is possible to come up with something that is both different and enjoyable in the adventure field.

SCORELINE

Graphics	2
Atmosphere	4
Addictiveness	4
Friendliness	4
OVERALL	**70%**



Title:	**King's Keep**
Computer:	**Spectrum**
Supplier:	**Firebird**
Price:	**£1.99**

The King is a tyrannical ruler oppressing his people in a reign of terror. He is also your father but that doesn't stop him confining you to the castle. The game begins as you try to escape.

Unfortunately the resulting game looks like a cross between Manic Miner and Spellbound.

Our Manic Prince hero waddles and jumps around the platforms that form the castle searching for useful objects to bribe the game's characters to help you escape.

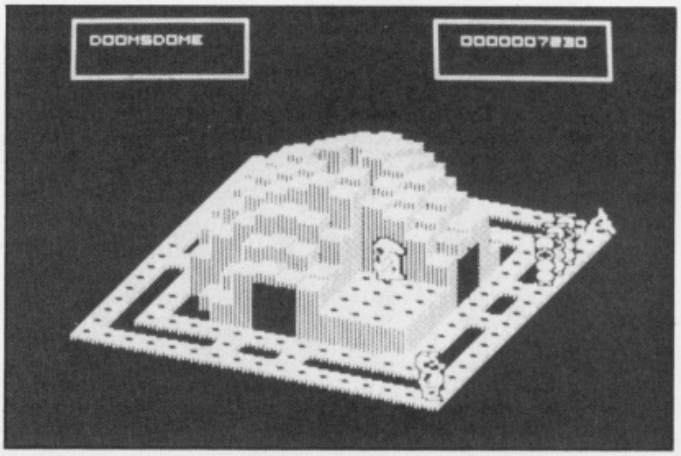
Picking up objects, examining or using them takes several key presses as you punch up the actions menu then select the required option. In a few years the programmer may develop this into David Jones's Windimation technique (used in Spellbound and Knight Tyme) but I doubt anyone will wait long enough to find out.

Firebird claim to be catching Mastertronic in the budget race but games like this lag far behind the Mastertronic titles they're trying to mimic.

SCORELINE

Graphics	1
Sound	1
Addictiveness	1
Friendliness	1
OVERALL	**20%**

Title:	**Crystal Castles**
Computer:	**Spectrum**
Supplier:	**US Gold (Atari)**
Price:	**£7.95**



Welcome to the 93rd version of Pacman. Yep, Crystal Castle is a very minor variation of that 'classic' game of the Seventies.

Let me describe it. Each level is a maze where you have to collect up all the crystals before moving on to the next level. Bentley Bear (for you are he) should also avoid the meanies, and collect up honey pots for bonuses. Does all this sound familiar?

The only two variations that I can see is that this game is simpler (i.e. you can't go after the meanies, the meanies are extremely stupid and can be led almost anywhere, the mazes are less complex), and that there is a 3D element to the game, in that the maze is tilted slightly and there are raised portions in isometric 3D. These bits you can hide behind or lead the nasties around in order to block them off, there are also lifts and things to take you around if there is a vertical level change in that particular screen.

The graphics are bland and blocky and can be seen slowly being 'unpacked' from memory and drawn on the screen every time there is a level change. The graphics are monochrome with a base colour change with each new level. The graphics are not very detailed and tend to clash a lot, though they are fairly fast — but when the graphics are so simple and there is that little moving on the screen, it isn't difficult.

The world will never be free of overpriced, dreadfully boring and hyped games, but whoever it was that is quoted in the Crystal Castle advertising must have been blind drunk when he came out with all that waffle, as it's totally meaningless.

An average variation on Pac-Man, if Mastertronic came out with this would be an average game for them, and you could either take it or leave it. But a full priced game from a company as highly regarded as US Gold, with a reputation for bringing over the best of American and sourcing some of the best of British (I'm still drooling over Gauntlet!). Come off it, perhaps on the budget Americana label (perhaps), or as an extra on a compilation. But full price! Never! **Mike Roberts**

SCORELINE

Graphics	1
Sound	2
Addictiveness	2
Friendliness	2
OVERALL	**35%**

Title:	**Breakthru**
Computer:	**Spectrum**
Supplier:	**US Gold**
Price:	**£7.95**

Your country's guerilla leader has managed to get himself captured (well it makes a change from princesses) some four hundred miles behind enemy lines. As rescuing him is supposed to guarantee world peace, it would seem to be a noble gesture to volunteer to rescue him.

The Army has you in 'the world's most sophisticated vehicle'. I can only assume that their advertising blurb was written by an estate agent wearing rose-tinted glasses, for this vehicle turns out to be no more than a jeep with a gun. OK, so it does have the ability to bounce/fly for short distances, but on the other hand it can be taken out by the lowliest infantryman equipped with a pop gun. Heaven help you when the enemy starts attacking you with flame throwers, helicopters, missiles and tanks.

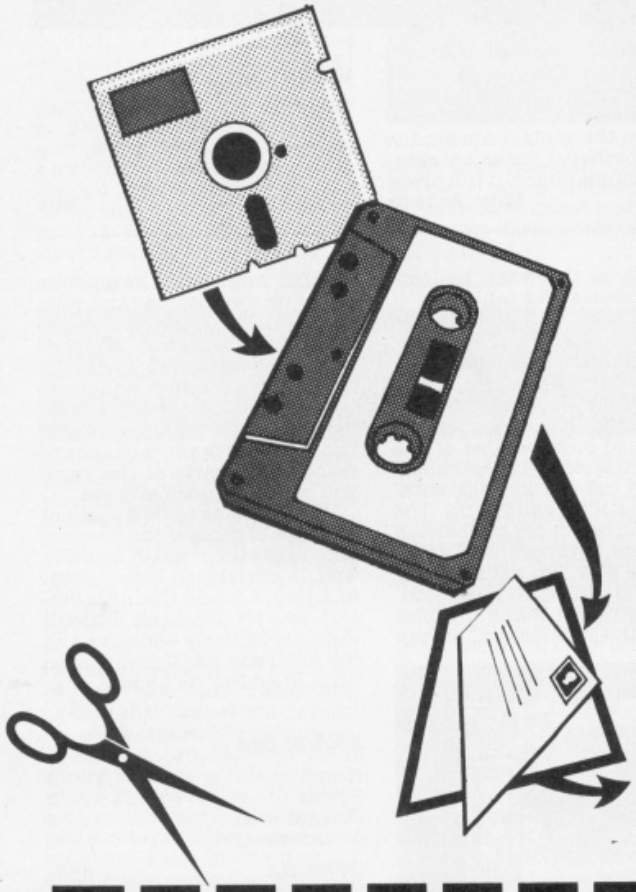
The terrain is divided into five different areas. Mountains, complete with landslides, is the first stage followed by a mined bridge. After that, there is only the prairie, the city and the airfield to survive. Use of the keyboard is strongly recommended. Try using a joystick without suction pads and the spacebar on an old rubberised Spectrum keyboard and you'll soon see why. The game is very long and difficult but fortunately you can make it easier due to the inclusion of a very helpful bug. Just keep your finger on the spacebar and your jeep bounces merrily through every conceivable hazard. Driving on air, through water or a hail of bullets suddenly becomes no problem. Admittedly, you don't score anything but it does give you a chance to reach those parts of the game you wouldn't normally see.

There seems to be a spate of this type of game at the moment and Breakthru could equally well be christened Green Beret in a jeep. I found that this version was too long and difficult to be particularly addictive and the relatively small graphics do little to add to its appeal.

SCORELINE

Graphics	3
Sound	2
Friendliness	2
Addictiveness	2
OVERALL	**45%**

PROGRAM SUBMISSIONS



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The Bard's Tale

Gordon Hamlett goes adventuring in search of the Good, the Bard and the Ugly

Title:	**The Bard's Tale**
Computer:	**C64**
Supplier:	**Ariolasoft**
Price:	**£14.95 (disk only)**

History has always loved an underdog. If they get beaten, everyone says that it was only to be expected. If by some chance they win, well, that's the stuff that legends are made of. David against Goliath, Hereward the Wake knocking the stuffing out of the Normans and Robin Hood outsmarting Prince John and his minions.

The town of Skara Brae is looking for a would be hero. The final straw came when the town's militia suddenly disappeared leaving the evil Mangar even more in control. That was the night you started to plot with a few like-minded fellows.

Mangar the Dark had gained the upper hand when he had cast a spell of Eternal Winter over Skara Brae. The last people to enter the town before it froze over were his evil minions — creatures of the night and many and varied monsters. Quite what the Wizard's motives were, no-one was overly sure but now that the town was totally isolated, it was clear that somthing had to be done quickly.

You are sitting discussing these problems in the Adventurers Guild — a place where budding heroes could swop tales and be sure of finding fellows to join them in assorted quests. It is here that the suggestion is made that you assemble a party of six characters with the object of discovering what Mangar is up to and, is possible, stopping him. The task is not going to be easy, for, despite all your bravado, none of you have any real experience to draw on.

Who to select to accompany you is your first problem. The choice is bewildering. Warriors, rogues and an assortment of spell casters. Dwarves, elves, gnomes or fellow humans or even a hybrid half-orc. Each have their own special skills and weaknesses and all are keen to come. Each character is assessed on five attributes — strength, intelligence, dexterity, constitution and luck. Other statistics include hit points (a measure of how much damage a body can take) and armour class (how well a body is protected). If you don't like the numbers generated, roll the dice again. High values in the prime requisite (eg. strength for a fighter) and high hit points are recommended.

One character who has escaped mention so far is the Bard. A wandering minstrel who can inspire your party by singing one of his six songs. These range from driving you into a beserker rage when in combat (Falkentyne's Fury) to creating an anti magic field round the party (Lucklaran). The only problem is, all this singing does dry the throat and so he is constant need of a tavern where he can quaff a tankard or six of foaming ale. The minstrel is also a reasonable fighter so it's a case of no holds bard, every party should have one. After all, who else is going to sing about your great triumphs in years to come.

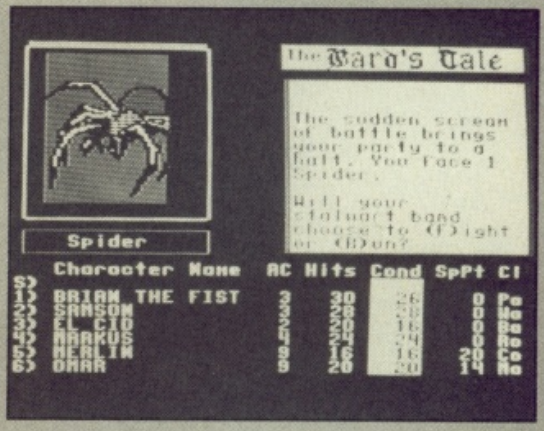
The first main obstacle to confront your party is a distinct lack of weapons and armour. This necessitates a quick trip to Garth's Shop. An old adventurer, he has a deal going with the local blacksmith whereby he has a constant supply of all the latest equipment a budding adventurer is likely to need. He will also identify unusual items that you have come across — for a fee of course — and is willing to buy back unwanted goods, though for a fraction of their true worth. Again, a lot of thought must go into equipping your party. All your gold can be pooled in order to buy expensive armour and weapons but there is not enough to do this for everyone. Different types of armour affect your armour class, so that the more you are wearing, the harder it is to hit you. Shields and helmets offer added protection and there are always enchanted items to be found.

Exploring the town is both simple and difficult. Simple because there are only four controls to master — turn left or right, walk straight on or kick a door down! Difficult because it is very easy to get lost amongst the maze of little streets. The display is of a 3-D map in the top left, the command box (all menu driven) top right, and a statistical summary of your party at the bottom of the screen. Should you encounter someone, a picture of it/them replaces the map. There are several areas of the map that you cannot access — you must discover how and there are rumours of plenty of dungeons to be explored — if you can find them that is.

Magic plays an important part in the game. There are four types of spell caster — conjourer, magic user, wizard and sorceror although you can only become one of the latter two types when you are very experienced. Each class has its own collection of spells. These vary in power and become available as the mage becomes more experienced. Every magic user has a certain number of spell points and each spell cast depletes that total although points are regained with time. Some of the advanced spells include summoning monsters such as ogres and demons to serve the party.

One thing is certain, the streets and buildings are decidedly unsafe and danger lurks round every corner. Battle is frequent and casualties are to be expected. This is especially true for parties setting out for the first time and many early deaths can be very off-putting. To this end, a party of experienced characters is included on the disk to allow you to get a feel for the place. All characters exist in a roster in the Adventurers Guild and you can pick and choose as you want. In order to save you time, you can give a party a specific name and summon this group rather than start from scratch everytime you play. Little touches like this are very helpful, especially when you consider how slow all the disk accessing is.

Apart from that, my only grumble with the game is that it does require a lot of perseverance at the start. New characters die just that little bit too easily and it is no easy matter to develop a party. That said though, the Bard's Tale is an excellent role playing game and will keep you quiet for months. If you do manage to defeat Mangar, then there is the thoroughly enjoyable prospect of more games in the series to follow. Highly recommended.



SCORELINE

Graphics	4
Atmosphere	5
Addictiveness	5
Friendliness	3
OVERALL	**85%**

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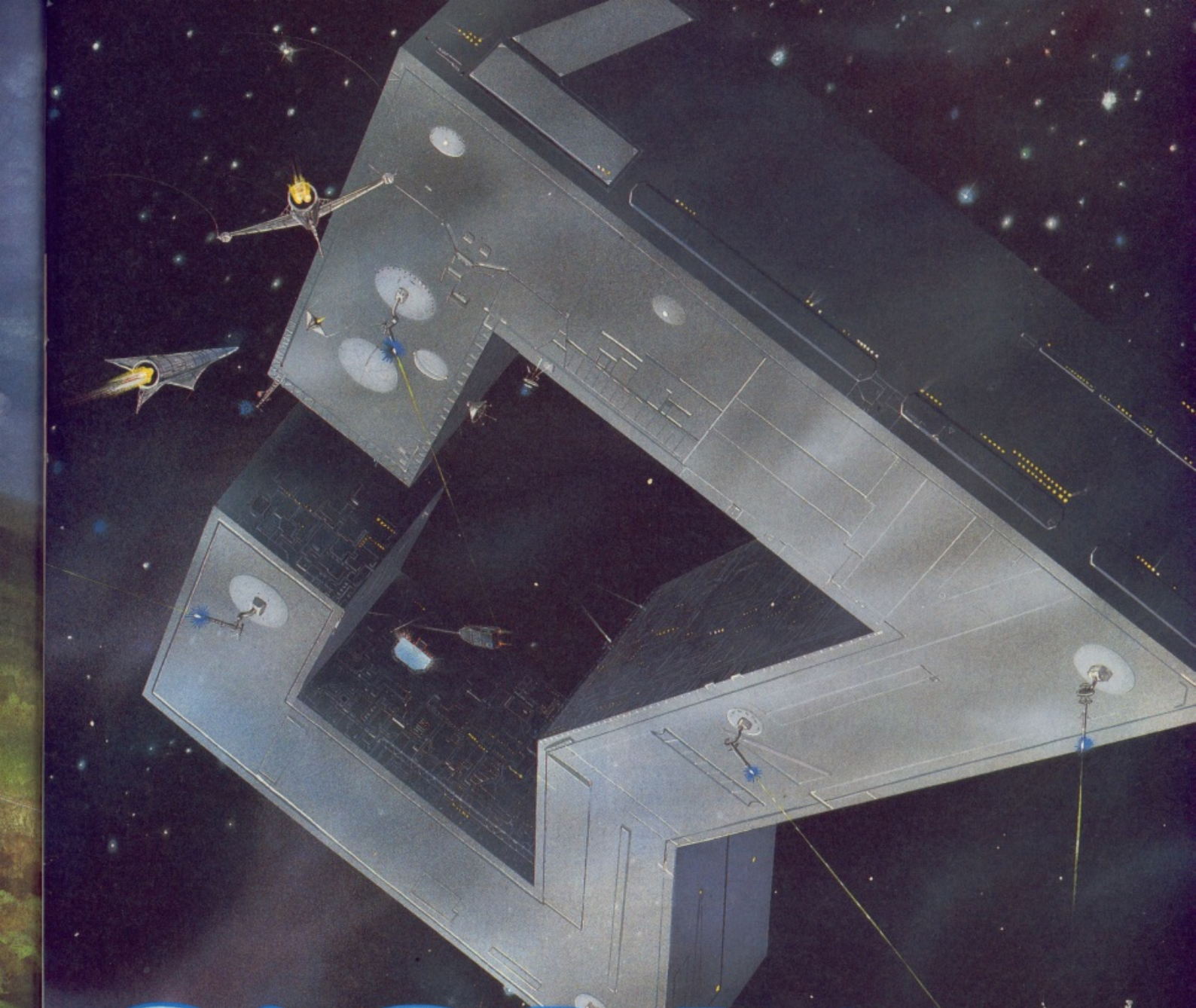

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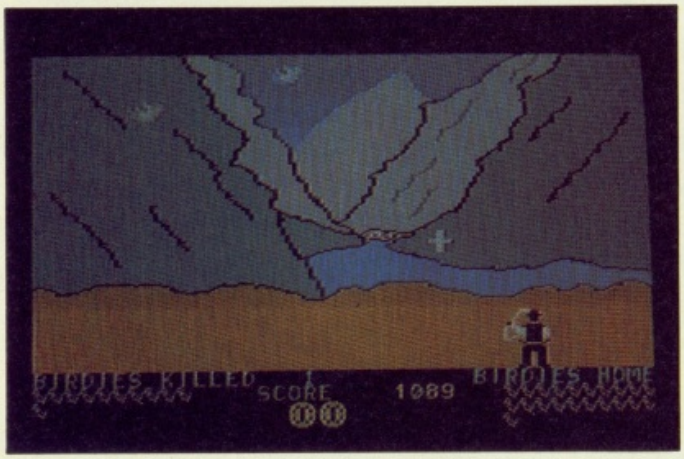
REVIEWS

COMMODORE

Title: Kane
Computer: C16
Supplier: Mastertronic
Price: £1.99



Public relations with the local red indians are not at their best so, being the good sheriff that you are, you undertake the challenge of making peace with them. To earn their respect you have to complete a series of tasks that range from shooting down birds to completing a difficult cross country/desert trek on horseback.

The first screen opens against an excellent mountain backdrop, and on various levels at the top of the screen are a series of birds. Armed with a bow you have to prevent the flapping fiends from reaching the edge of the screen. Shooting a certain amount will result in you receiving a peace token, which in turn is worth an extra life. At least one of the tokens must be gained if you are to complete the remaining sections and make it to the town of 'Kane'.

The second section finds the sheriff in a rather unfriendly town whose inhabitants sole aim is the removal of your life. Here you have to adopt a 'man with no name' approach and gun them all down without even blinking. However you are faced with a big disadvantage because you are open to fire from all sides of the screen and quick reactions are essential.

In between each section is the horseriding test. Your obstacle is a long and hazardous desert that is littered with cacti and huge boulders, all of which you have to jump over. This part of the game is by fire the most difficult and you will need to have several spare lives at this stage if you are to progress further.

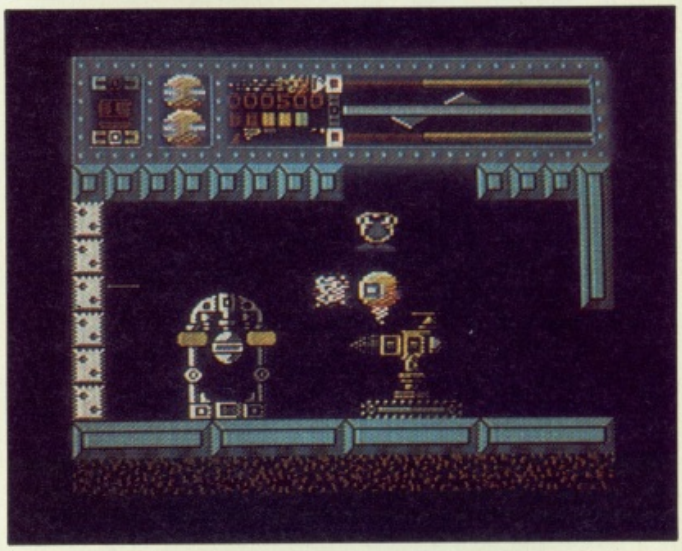
All in all Kane is great little game and one that is very addictive.

Stuart Kirkham

SCORELINE

Graphics	4
Sound	3
Addictiveness	5
Friendliness	5
OVERALL	**85%**

Title: Five Star
Computer: C64
Supplier: BeauJolly
Price: £9.95



Compilation tapes are all the rage at the moment as companies try to cash in on the pre and post Christmas booms by giving another lease of life to non-current titles. Most of the compilations consist of ten or so average games, nothing too bad, nothing outstanding. It is very noteworthy then when something a little bit different comes along. Such a compilation is Five Star from BeauJolly. As the name suggests, there are only five games in the collection but the good news is that they are without exception, very good and, what is more, recent games.

Spindizzy from Electric Dreams puts you in the role of an Assistant Cartographer using a remotely controlled Scout Craft called Gerald to travel round the surface of the planet, collecting as many jewels as possible in as short a period of time as you can manage. The task is not easy as there are many tricky jumps, turns and lifts to negotiate. Add ice and trampolines and some excellent 3-D graphics and you have a game that will keep you quiet well into the new year.

Batalyx is a Jeff Minter shoot-em-up. The game consists of five mini sub-games featuring most of the popular characters from some of Jeff's earlier games. Even the pause mode takes you into another Minter creation — Psychedelia. The later you enter each sub-game, the less time you have to complete it so it pays to try the ones you don't like first.

Zoids from Martech is an icon driven strategy arcade game. You are Earthman aiming to take out Redhorn the Terrible with Zoidzilla, the ultimate blue Zoid. Unfortunately, you crash land and scatter the various pieces of Zoidzilla ove the planet surface. You must reassemble the pieces before seeking the final confrontation.

Equinox from Mikrogen is their latest arcade adventure. An eight level complex contains some unstable radioactive waste material that must be disposed of. Teleports, disposal chutes and level passes must all be discovered in this race against time.

The final game is Scarabaeus from Ariolasoft. Various puzzles to be solved with an ancient Egyptian theme, all set in a 3-D maze. Ghosts, zombie traps and spiders must all be overcome as you try to gain access to the pharoah's tomb.

Even if you own one or even two games in this collection, such is the quality of the rest that it still makes the tape good value for money. And if you don't own any of the games, then boy, have you got a treat in store for you.

SCORELINES (averaged)

Graphics	5
Sound	4
Addictiveness	5
Friendliness	5
OVERALL	**95%**

Title:	**Crystal Castles**
Computer:	**C64**
Supplier:	**US Gold**
Price:	**£7.95**

3D Pacman!
A very old 3D Pacman.
A very old and dull 3D Pacman.

Described as a "once in a lifetime opportunity to experience a true software legend" US Gold is offering your the chance to pay the full price for a conversion of a 1984 Atari game. A game that would barely fetch a budget price.

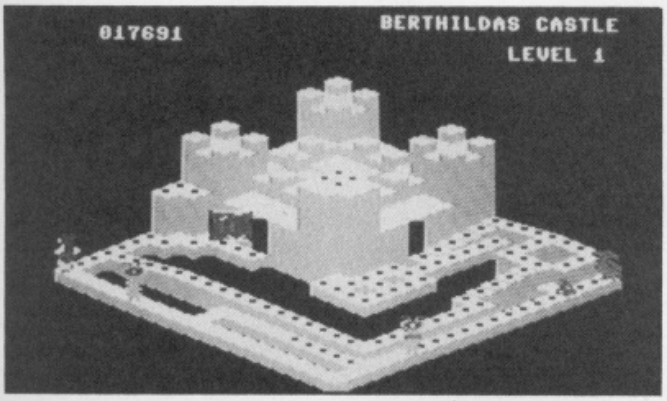
The hero of this "software legend" is a bear called Bentley who must collect all the dots (sorry, gems) from the incredibly interesting 3D screens (yawn!). Once he's managed that it's off to another screenful of gems to be collected.

Naturally there are nasties out to get you which do little to alleviate the boredom.

A dull, expensive, 3D, software legend. What's next in this exciting series? My money's on Pong!

SCORELINE

Graphics	2
Sound	2
Addictiveness	1
Friendliness	1
OVERALL	**30%**



Title:	**The Movie Monster Game**
Computer:	**C64**
Supplier:	**US Gold (Epyx)**
Price:	**£9.99**

Here's a break from the usual monster bashing or alien zapping games as it gives you the chance to wipe out the city of your choice with one of six classic monsters.

You can total Tokyo as Godzilla, have a bite to eat in New York as Mr Meringue, slide into London as the Glog or roam around Moscow as a giant robot.

Once there you must complete one of the scenarios by either eating as much as you can, stomping a famous landmark, find your long lost youngster or create as much damage as possible before the local army and airforce gun you down.

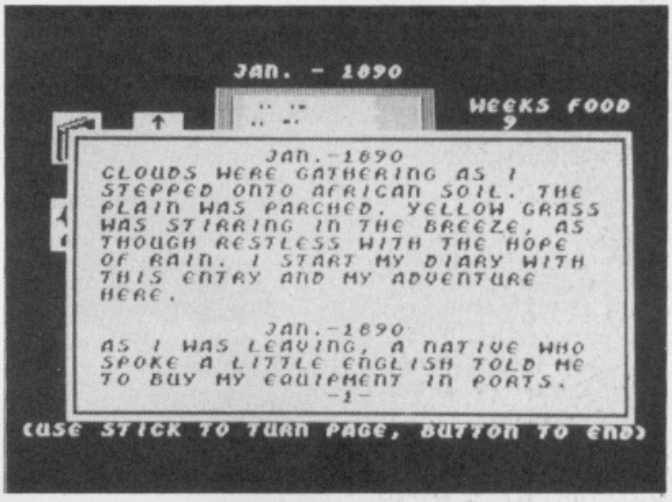
Each monster has it's own characteristics, strengths and weaknesses. For example Mechnatron the giant robot is very powerful and blasts anything in it's way with it's laser the glog is slower and weaker but relies on its acid touch.

Unfortunately, this great idea that once appeared as an Atari game has been spoilt by slow gameplay and poor graphics.

The result is dull.

SCORELINE

Graphics	2
Sound	2
Addictiveness	2
Friendliness	4
OVERALL	**50%**



Title:	**Heart of Africa**
Computer:	**C64**
Supplier:	**Ariolasoft**
Price:	**£14.95 — disk only**

Considering that you had never heard of Mr Hiram Perkins Primm, you are more than a little surprised to find that you have been named as beneficiary in his will. The letter from his solicitors does go some of the way to explaining though.

Mr Primm lived Africa — the dark continent — and had some pretty unusual theories about some of the things that went on there. One in particular caught his imagination more than most. His life work has been spent searching for the lost tomb of an ancient Egyption pharoah called Ahnk Ahnk. The fact that most experts did not believe him and his family just thought him plain daft did not deter him, the only effect being that he cut all his relatives out of his will. The money should go instead to someone who knows little or nothing about Africa but who is prepared to take up the challenge and try and discover the tomb with its supposed riches within a time span of five years.

Thus it is that in January 1890, you find yourself in Cairo with $250 in your pocket and the promise of more to come as you discover various things. The game is one of exploration. You must wander round the entire continent, trading with natives for both supplies and clues.

The display consists of a scrolling map of your surroundings complete with four icons. These allow you to check your status and bearings, manipulate objects and keep a diary of your travels together with any clues that you may have discovered. The diary part is very well done and most authentic.

Should you wander into a village, the picture changes to a close up of the huts. Hold a gift in your hand and 'bump' into a native and he will give you a map of the huts. There are different types of shop available to you where you can buy weapons, medicine, supplies and gifts. Some of the larger cities even have a pub which you can use to save your current position. Not every town will have everything that you need and so careful planning is required. If you dig up treasure, you will have to find merchants to sell the stuff to in order to buy more supplies and it may be a good tactical manoeuvre to leave caches of goods buried for later use.

As you get further into the wilderness, so the amount of supplies available drops right off. Instead though, you can go and talk to the village chief. Offer him a suitable bribe and he may offer a helpful clue in return. Offer the wrong sort of treasure and you are likely to get banished instantly.

Although graphically simplistic, Heart of Africa is historically and geographically accurate and for anyone interested in this type of strategy/exploration game, it plays very well indeed. Well worth considering if you're a thinker rather than a blaster.

SCORELINE

Graphics	3
Sound	2
Addictiveness	5
Friendliness	4
OVERALL	**70%**

Title:	**Gogo the Ghost**
Computer:	**C64**
Supplier:	**Firebird**
Price:	**£1.99**

150 screens lie between Gogo the ghost and his beloved dream princess. The only trouble is that they're packed with killer beams, deadly nasties and fatal objects and guess who's got to guide him through them all?

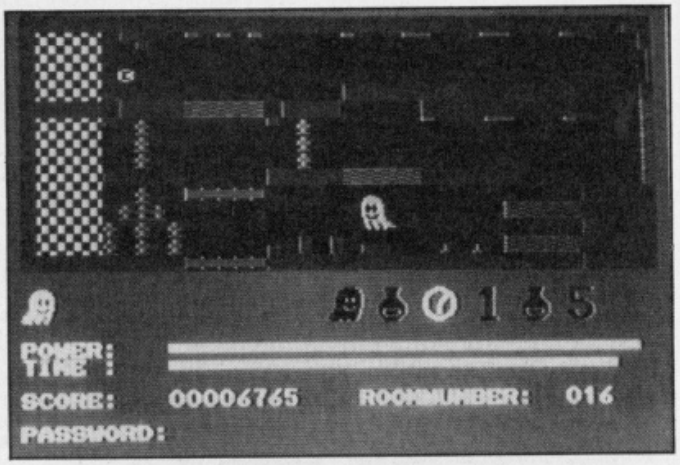
The object of each screen is simply to survive long enough to reach the exit to the next one. Unfortunately, it's not quite that easy since the slightest touch of a nasty or graze of an object will lose one of your three lives (although I'm not sure how ghosts can have lives!).

All is not lost though as Gogo has more than a ghost of a chance in completing his quest since scattered throughout the rooms are flashing objects that can give you bonus points, more energy, more time and even an extra life. Add to that an ability to turn invisible for a few crucial seconds (when you're invincible) and a password system to leapfrog levels you've already conquered and the game might yet be beaten.

The graphics are crude, sound non-existent and the gameplay is unoriginal so why is it so addictive? At a budget price it's worth finding out.

SCORELINE

Graphics	3
Sound	2
Addictiveness	4
Friendliness	3
OVERALL	**60%**



Title:	**Alien**
Computer:	**C64**
Supplier:	**Bug-Byte**
Price:	**£2,99**

Based on the original Alien film (not the recent sequel) this game. Now it has been re-released as part of the budget, Bug-Byte, range.

The game gives you the almost impossible task of controlling the doomed crew of the Nostromo who are trying to track down and kill the alien before it gets you. To add to your troubles you must also complete the search before your oxygen supply runs out.

Each of the crew has his or her own personality and morale status that determines whether they feel like carrying out your orders or if they'd prefer to run away.

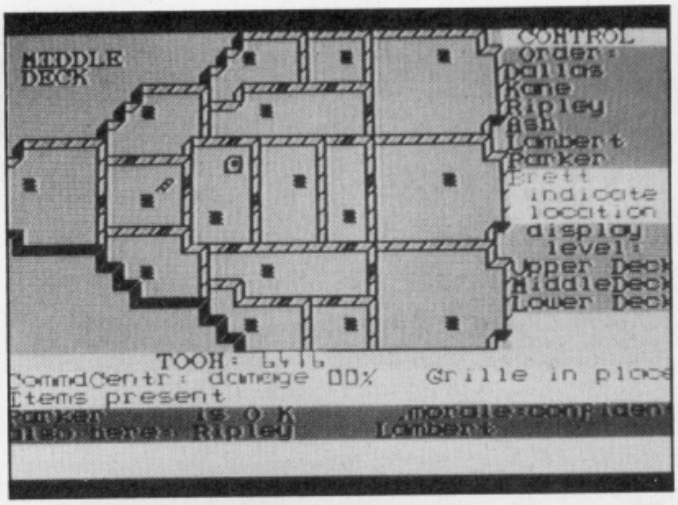
Joystick controlled menus allow you to bully and cajole Dallas, Kane, Ripley and the others into action as you get them to search the ship. As well as the three decks, the Nostromo has a network of air ducts that lead from one air grille to another. If you find a grille removed then the alien was here but has now moved on.

Finding the alien often leads to that character being eaten unless they've, managed to find a useful weapon among the dozens of objects that are strewn around the ship.

Even with six crew to command (the game always begins with one corpse) the action seems slow as it takes so long for your orders to be followed by the crew. This prevented Alien attaining any reall chart success as a full priced game but as a budget game it's sure to do better.

SCORELINE

Graphics	3
Sound	2
Addictiveness	3
Friendliness	3
OVERALL	**55%**



Title:	**Yie Ar Kung Fu II**
Computer:	**C64**
Supplier:	**Imagine**
Price:	**£8.95**

Yet another martial arts game. When will software companies learn that this sector of the market is saturated? It wouldn't be too bad if YAKFII was a good game, but it isn't, it's terrible.

The time is twenty years after Lee wiped out the Chop Suey Gang and it appears that he didn't do his job properly, for one member of the gang, Yen Pei, survived. Now styling himself emperor, it is up to the son of Lee, with the original name of Lee Young, to go and do battle with Yen Pei and his minions.

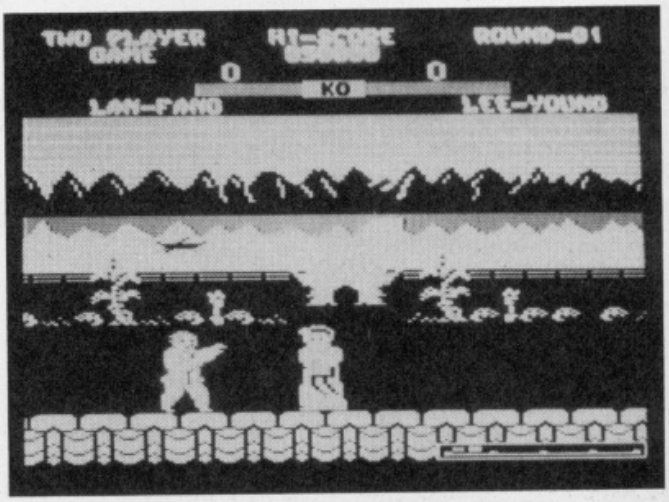
After a few screens of battle crazed dwarves, you get to meet the first of real baddies — a man with an extending iron pigtail! Immediately at a disadvantage because he has a weapon that can be used at considerable distance, your only chance is to get in close and reduce him to pulp using normal kung fu skills. So you trap him in a corner only for him to mysteriously teleport to the other side of the screen where his pigtail comes into play again. Obviously a case of hair today and gone tomorrow. Other baddies to be overcome include ladies with lethal fans, fire breathers and people wielding such weapons as boomerangs (I hadn't realised that Bruce Lee was Australian!), bombs and lightning bolts.

Control is awkward with all the kicks being on the diagolnal on the joystick. Maybe it is just me or my joystick but I can never constantly hit the diagonal when I want to. To give you added encouragement, you can stop for a cup of Oo-Long tea which will restore your lost energy. To do this, you have to wipe out an entire screen of dwarves and so get a leaf. Five tea leaves make a lovely cup of Oo. Or how about some refreshing noodles. Should you take time out from your battle to stop and pick up the bowl of noodles that magically appears for a few seconds, then you become temporarily invulnerable.

A totally unoriginal game with nothing in the gameplay to recommend it whatsoever. Give it the chop.

SCORELINE

Graphics	3
Sound	2
Addictiveness	1
Friendliness	2
OVERALL	**40%**



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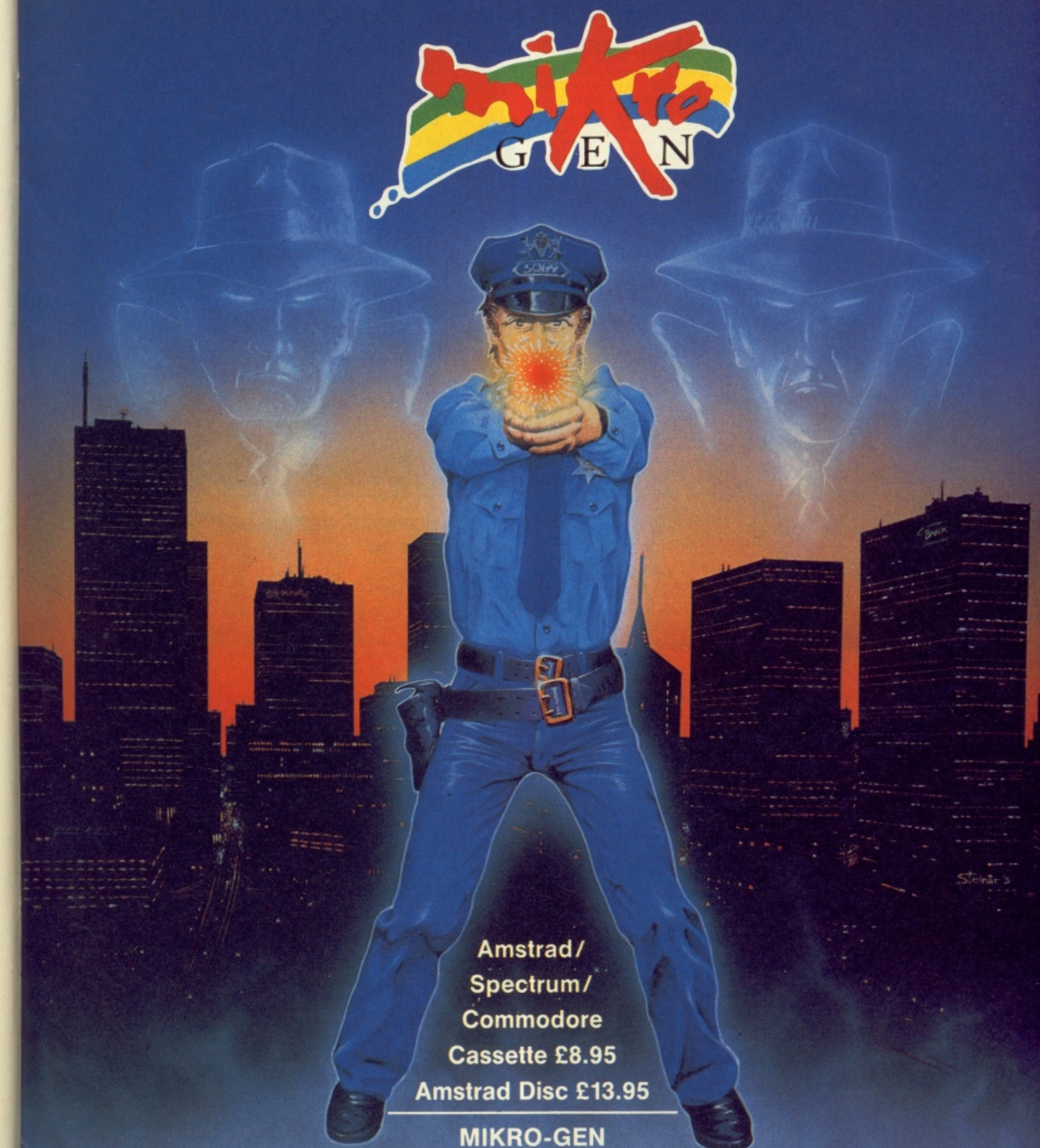

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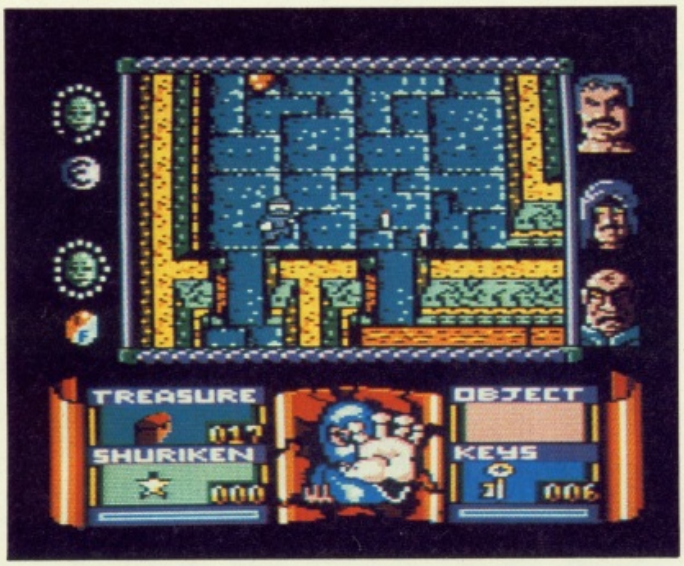
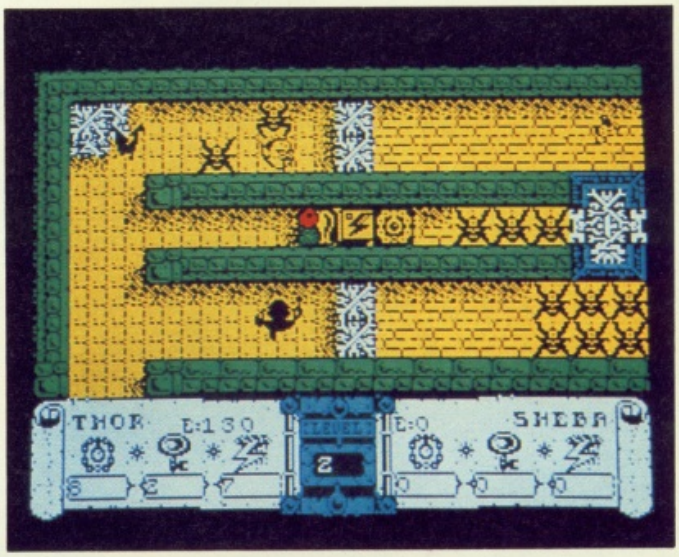
HAND IN GLOVE

It looks like the next mega-craze in games will be based on Gauntlet. Mike Roberts looks at offerings from Electric Dreams and Gremlin Graphics.

(WAY OF THE TIGER II)

Avenger





DANDY

Some months ago, two (or more) companies were competing for the rights to produce a computer version of the game Gauntlet. Electric Dreams was one of these companies, but lost the battle. What could they do? Well, it turned out that Gauntlet itself was originally converted into a coin-op smash from a game called Dandy that came out on the old Atari 800 — you know, the one with four joystick ports (now do you see why Gauntlet has four players). So Electric Dreams did the next best thing and took up the licence on it, except this time it has been completely re-written to take advantage of today's programming techniques.

Dandy

Dandy, to all intents and purposes, is similar in gameplay to Gauntlet. Two people can play the game at once, either with joysticks via an Interface 2 protocol, or risk elbowing each other from either side of the keyboard.

One of the main points in Gauntlet is that you can insert more coins to get more engery. In Dandy, you can swop treasure for energy points. So suddenly, treasure becomes almost as important as food. Food dumps are also present in the usual quantity, but spell energy is easier to find and generally more plentiful. Spells have a slightly different effect than in Gauntlet in that they have a random effect of either disorientating, paralysing, or killing everything on screen.

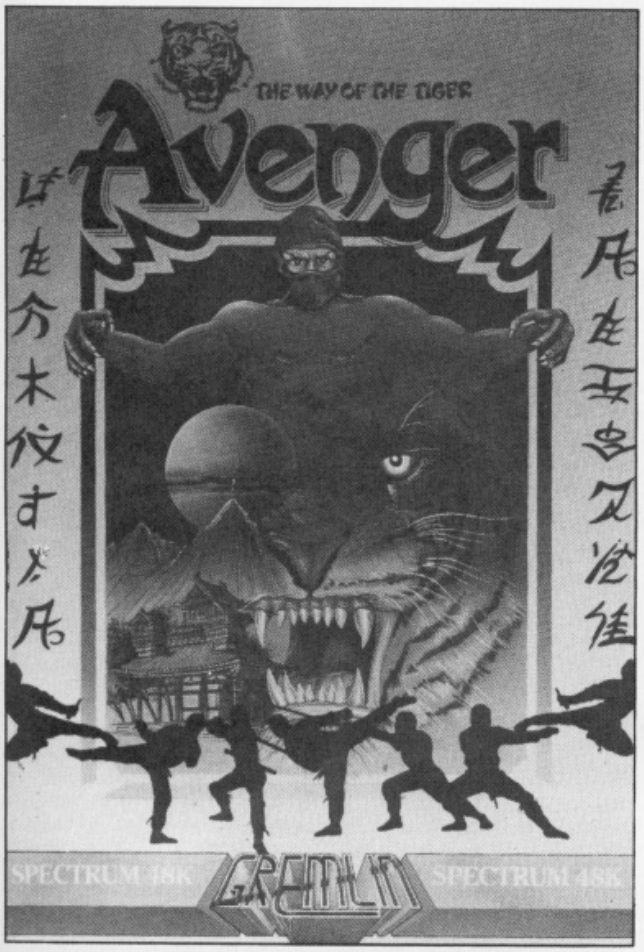
The game is set out in a manner that is basically the same as Gauntlet. There are fifteen levels to the dungeon. These go into the computer in three loads with five levels of the dungeon being accessable at once. Collectable objects are food (to increase your energy), power (to increase your spell casting ability), treasure (the whole object of going down a fifteen level dungeon full of monsters in the first place!) and the every present keys that let you get through the locked doors that you meet everywhere.

Each dungon is based around a maze that is full of various monsters which are rather detrimental to your health. Keys must be found in a rough order to enable you to open the right doors and find more keys and more treasure. Do things in the wrong order and you might find that you are locked out of a vital section of the game — like the exit.

One bit that isn't as widespread in Gauntlet as it is in Dandy is teleportation. In Dandy this is used to great effect in getting through certain sections of the game. In some places they are a bit difficult to use as there can be three or four of them together and you alternately flick between then until you get to the one that you want. This can be a bit awkward at times, but there's probably no better way of doing it than this.

Apart from the concept of the game, almost everything else is incredibly disappointing. But most of this is due to it being on a Spectrum. Instead of the smooth shift as you move, the game adopts the shift-shift method of going from screen to screen, this happens when both players get to one edge of a screen, then the whole thing shifts across, no smooth scrolling here. This also poses problems when the two players are undecided on where to go. When one player gets to the edge of the screen he simply disappears. Leaving the other player to pillage the area until he thinks that it is time to join his comrade. If he doesn't, then the non-visable player will re-appear after a short time. After the Gauntlet system of shifting screens as much as possible whilst still keeping all players on screen, it seems strange that the game knocks out one player completely, rather than just restricting his movement so that he can't move off screen.

Another problem is caused by the number of objects on screen. The evil creatures are as numerous as in Gauntlet, which is where the problem starts. When you have a 68000 processor, moving around that number of objects on screenis fairly easy. But the feeble 2 MHz



Z80 in the ZX Spectrum just cannot cope with thirty or so objects on the screen at once. So you get the situation where the main characters are moving fairly fast, but only four or five of the enemy creatures can move on the screen at any one time, avoid these and you can kill the stationary enemies at your leisure.

The graphics themselves look very good to start with, but when it actually comes down to moving around the screen things can become pretty obscure and indestinct. All the enemies and the two main characters are very small and in black, which makes a pitched battle a bit difficult to sort out as you don't know who to hack and shoot.

This game had a lot of potential, but some of the fine points have been missed out. And this makes the game almost unplayable for the two man option, and only slightly better when you play it on your own. With any luck, Gauntlet will be much better.

Avenger

If you read the small print, Avenger by Gremlin graphics, is the sequel to an earlier game by the same company that arrived towards the end of the martial arts boom a few months ago. That earlier game was very good, though just another martial arts game that made few ripples in the mega-game stakes, happily, Avenger is a completely different game and owes more to the Gauntlet type of game than to it's kung-fu predecessor.

The storyline follows on from the earlier game where you were training to become a Ninja warrior. This time you are fully trained and have a mission of revenge. The evil Yaemon, Grand Master of Flame has killed your foster father, Naijshi, and stolen the sacred scrolls of Kettsuin. You have sworn to your god Kwon that you will retrieve these sacred objects. Unless you recover these to please your god, your father will burn forever in hell.

With this on your mind you have to kill three guardians of Yaemon's keep, and recover the scrolls. The keep is a six leveled fort sort of arrangement with grilles leading down in to the dungeon levels and hatches leading up to the higher levels. The game looks very similar to the Gauntlet genre on first viewing, though when you actually play the game you get to realise that it's a whole different ball game.

In Avenger your Ninja character sits in the middle of the screen and the rest of the background scrolls past in a very swift manner with very sensible use of colour that doesn't break up or show the colour clashing that mars inferior games. Your Ninja can either throw Ninja shooting stars, or fight. Unfortunately you cannot select between which method of aggression that you use. You fire the stars unless you have run out when you start to punch and kick. This is all on the fire button — none of this 64 different joystick postions with different chops and punches for each one. Nice and simple.

Then what you have to do is to collect a series of objects in sequence. To do this you have to find keys and open doors in a fairly set order. Unless you work out your use of keys properly you may find yourself within a hairs breadth of an object or another key, but with a locked door in the way — I'm sure that there's nothing in this world that's more infuriating than that. The monsters are a lot less numerous than Gauntlet or Dandy, but they are a lot faster and a lot more vicious, and the animation on them is very good — nothing too flashy to slow down the game, just adequate, well polished movement. Als the floors of some of the rooms and corridors have spikes that move up and down, giving you nasty injuries if you step on them.

The energy system used is very good. You have two indicators, one for energy and one for inner force. Every time your energy indicator runs out, one pip gets knocked off you inner force. When your inner force reaches zero then you die. However, you can pray to Kwon. And if Kwon is feeling generous he will re-vitalise your inner force back to 100%. But, Kwon is not a patient or benevolent god, and if you call on him too often he will strike you down in disgust.

Avenger is an excellent game, and shares only a passing resemblence to the Gauntlet type games. Otherwise it is much better and will have you kept busy for a long time. The Spectrum version sets new standards for scrolling graphics and colour attribute handling. The same goes for the Amstrad version of the game. A lot of the time you find games that are written specifically for the Spectrum, and because of this days they look dreadful on the Amstrad which has a lower resolution for graphics (if you want any decent colour) and more screen memory to shunt around. However, the Amstrad version is just as stunning as the Spectrum one, with great colour and scrolling screens. The Animation and graphical colour balance is so good that you don't notice the reduced resolution.

Conclusion

Of the two games on test I must recommend Avenger more. Dandy is more Gauntlet-like than Avenger, but the latter game is by far the better one. If you just want to have a game that's like Gauntlet though, I would advise you to wait until the official version comes out.

Dandy SCORELINE

Graphics	3
Sound	3
Addictiveness	3
Friendliness	2
OVERALL	**55%**

Avenger SCORELINE

Graphics	5
Sound	4
Addictiveness	5
Friendliness	3
OVERALL	**85%**

REVIEWS

Title:	Chicken Chase
Computer:	Atari
Supplier:	Bug Byte
Price:	£2.99

This game was released a few years ago and is now getting a new lease of life under the APS re-release/budget label Bug-Byte. The aim of the game is very simple — you play a rooster in charge of a busy hen house producing eggs.

Preventing you doing this are various egg stealing creatures such as hedgehogs and rats which you have to keep at bay. You also have to keep your strength up by eating the grain and worms that appear from time to time.

Eventually the eggs will hatch and you will have to herd your little chicks into the hen house. That's as far as the game goes. Simple, effective and original. The graphics are adequate and there's a bit of sound too, the sort of game you'd like to play when you've got bored with all your other complex samey games and want a quickie that's a bit different.

The game is also very humorous — when your performance isn't satisfactory you get bashed on the head by one of your 'wives' with a rolling pin and this jolly theme is continued throughout the game with the antics and animation of all the on-screen characters.

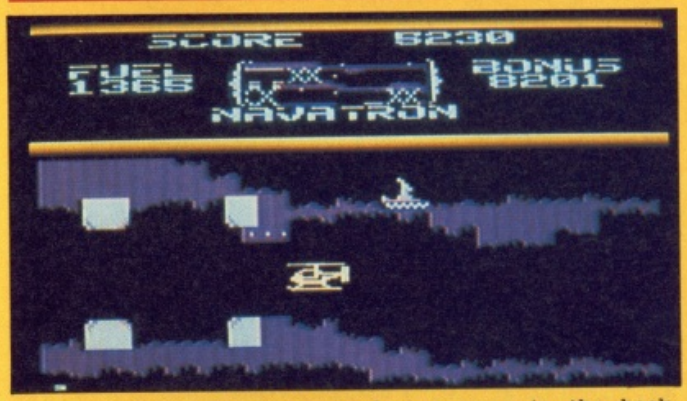
On the whole this is a very enjoyable game that is thoroughly original, which in this time of the 93rd version of Pacman (see Crystal Castle reviews!) is refreshing indeed.

Mike Roberts

SCORELINE

Graphics	4
Sound	3
Friendliness	5
Addictiveness	4
OVERALL	**80%**

Title:	Smash Hits Vol 6
Computer:	Atari
Supplier:	US Gold
Price:	£9.95



This is a collection of four games by, what are probably, the two leading software houses for Atari computers. There are two games from each company. One good one and one slightly less good one.

From English software comes Timeslip, a reasonable but uninspiring multi-level shoot-'em-up where you have to correct a destructive time disturbance, traced back to a planet many lightyears away...

The other English Software game is Elektraglide, the phenomenally fantastic, futuristic road race game. The idea of the game is to drive your futuristic 'car' (though what it is is never actually stated) across alien landscapes with 3D objects blocking your path with floating prisms hanging over the road and zig-zagging, bouncing balls, shooting down the road towards you. All this and enemy aircraft dropping glowing pillars in your way.

The road is strictly in the standard mould with the 3D, dead flat, road stretching away in front of you to a futuristic/alien horizon. Alongside the road trees appear occasionally and every now and then a tunnel looms up on the horizon and you flash towards it. Heralding the next stage of the run.

The game proceeds section by section with a time limit on each bit, other than that there is no real score at all. It's not whether you win or lose, but how you play the game. There are three different tracks in the game and each one is about five sections long — so you should spend a lot of time with this game.

Whilst you are thrashing around all these roads there is some really incredible music playing away in the background, real scene setting stuff...

The Synsoft offerings are Drelbs, an indescribable game where you whizz around the screen shutting off boxes and avoiding nasties. A sort of cosmic dots 'n' boxes game really (well, it isn't. But, you have to play it to understand it).

Fort Apocalypse on the other hand is a great game. A mixture between Scramble, Choplifter, Defender, Airwolf, and Rocket Roger. You fly the helicopter around the surface of the underground complex, affect an entry and try to wind your way around the labarynthine passageways that make up the fort in order to create its ultimate destruction. The graphics of this game are extremely good, and when I first saw this game a couple of years ago, I couldn't stop playing it. Plenty of blasting, sequence/puzzle solving, and bombing things that go boom. Good destructive stuff.

For Christmas, you can't be a good compilation. Long after a games player would get bored with a single game, they will have another three to rely on. Elektraglide makes this package really good value for money, and the format of one game per side of tape (two tapes) is very handy, none of this remembering huge lists of tape counter readings to pick out games in the middle of a tape. This game would make somebody an excellent present.

Mike Roberts

SCORELINE

Content	4
Quality	4
Lastability	4
Value	5
OVERALL	**85%**

REVIEWS

Title:	**Ravenskull**
Computer:	**BBC B, Electron**
Publisher:	**Superior Software / Acornsoft**
Price:	**£9.95 (tape), £11.95 (disk)**

Yet another great game from the main driving force in Acorn software (incidentally, this is B+ and Master compatible) and a winner from first-time programmers Martin Edmondson and Nicholas Chamberlain, of whom I predict great things.

From the eerir and beautifully detailed loading screen and from the friendly option screen where you can choose one of four characters according to preference — it doesn't affect the game, to the game's premise and playability, this is obviously a very classy piece of software.

Closest in spirit, I suppose, to a combination of Castle Quest and Repton, it uses Repton-style chunky graphic blocks to build up a castle on four levels; each level being 64 times the size of the screen. Unlike other arcade adventures, you are presented with an overhead view and this, together with the very impressive graphics, produces a real sense of involvement.

The game's aim is to explore the castle, collecting parts of a cross. However, there are a large number of complex puzzles to solve first with keys and tools to collect and use in the right way to open up blocked-off areas of the castle.

The levels can only be accessed on completion of previous levels via a well-designed status screen available throughout the game. This allows you to examine objects collected on your search and select the relevant one for action. As usual with Superior, there is a competition but whether you manage to win or not, this is still a game that will give you much pleasure.

Arcade skills are not as important as planning and thought — start mapping! However, I suspect that, like me, you may spend a lot of time exploring and marvelling at the design of the game. I've had access to a special review copy of the game which allows access to all four levels and the game does deepen in complexity and excitement the further you explore. Like all good puzzles, those in Ravenskull will infuriate you but, once solved, seem so obvious! There is still enjoyment to be gained, however, even when you know exactly what you are doing.

The game is bound to suffer, unfairly I believe, in the general excitement of Repton 3 but, if you enjoy Citadel type games then this one's for you. An excellent game and, from first-time programmers, a miraculous one. If software as exciting as this continues to appear then Beeb gamers will continue to be very happy indeed.

Don't miss this one!

SCORELINE

Graphics	5
Sound	4
Addictiveness	4
Friendliness	5
OVERALL	**90%**

Title:	**Dunjunz**
Computer:	**BBC B**
Supplier:	**Bug Byte**
Price:	**£2.99**

BBC owners are usually considered fairly serious people who wouldn't dream of venturing near an arcade. Yet they'd have to be pretty unworldly not to have heard of the mega-hit Gauntlet that's taken the arcade world by storm. Now being rapidly converted for the Spectrums of this world, it might be thought that a four-player arcade adventure would be beyond the poor old Beeb's memory!

Not so, as Bug Byte prove with this cut-down version of the game. Up to four players on the keyboard (can get crowded!) have to venture deeper and deeper into a dungeon, killing monsters, collecting treasure, co-operating and seeking the best and most profitable route.

The screen is divided into five areas: a general scoreboard to the right where scores are kept and a square of four smaller screens. Each of these belongs to one of the characters/players and they scroll individually with that character centre screen. Thus you can move off on your own whilst still keeping an eye on the other characters.

That's important too — although collecting treasure can be fun, successful completion of the game will be much easier if the players co-operate. There's bound to be a lot of publicity about the Gauntlet variants on other machines and some fairly unpleasant crowing about accuracy of graphics, etc. What this game proves is that even without pure accuracy or dazzling graphics it is possible to produce a very playable game that will provide a lot of pleasure.

Forget the sexist advertising and descend, courage in both hands, into the depths of the Dunjunz — you won't regret it!

SCORELINE

Graphics	4
Sound	3
Addictiveness	4
Friendliness	4
OVERALL	**75%**

Title:	**Killapede**
Computer:	**BBC B / Electron**
Supplier:	**Players**
Price:	**£1.99**

Emerging fortuitously into the BBC budget market just as Mastertronic have deserted it, Players are offering simple, value-for-money budget titles.

This is, naturally enough, a version of that old classic Centipede. Nothing to get too excited about, but as a pocket money game it is very acceptable. The graphics aren't wonderful, the game concept is rather old hat, but it is a classic game.

If you haven't got a version of Centipede in your collection then this will do nicely. Just approach it in the spirit in which it's been released and don't expect a full-price game for a budget price.

Players have a rolling programme of releases across a number of machines and specific machine support depends totally on sales. They have some interesting sounding BBC releases ready to present to you — it all depends on how many copies of Killapede you buy!

The Electron version, incidentally, is more impressive than the BBC — faster for once! This is interesting in a market that is, apparently, selling more Electron games than BBC ones. No, I can't explain that either but at least I'm happy that the budget end of the Acorn market is not being ignored in this age of mega-releases.

SCORELINE

Graphics	3
Sound	3
Addictiveness	3
Friendliness	3
OVERALL	**60%**

Title:	**Goal!**
Computer:	**BBC B / Electron**
Supplier:	**Tynesoft**
Price:	**£9.95**

Prolific new software house Tynesoft present another sports simulation (check their Winter Olympics, for example), written by Dave Crofts of Art Crew fame. Unfortunately, it is not up to the standard of some of their other releases but offers instead a good, solid football simulation — reminiscent at times of Ocean's Match Day.

Good blocky graphics, not too bad attribute problems and a tendency for the computer to dribble better than I can mean that the game impresses the eye rather more than the soul at first. However, a touch of practice and I was really enjoying myself — even managed to score a few goals! In fact, the original version of the game was so vicious that only the programmer could play well! Now a kind-hearted software company allows you to play in either the First or the Second Division!

Control of the ball is by the nearest player thus requiring you to waste some time by running unsuitable players away from the ball, allowing the opposition to dribble up the field unopposed. However, once in possession it is very playable and fun. Annoying problems which are reminiscent of Match Day do occur though, such as wingers running off the field when a striker approaches the goal!

I'm not a football fan. I don't even like sports simulations much. I know that Dave Crofts is capable of much better than this. Yet, despite all this, the game insinuates itself into your affections. It doesn't promise the earth, it certainly doesn't deliver the earth but it is fun, loyal and will repay your interest.

Suffering a bit from a comparison with the other recent Tynesoft games (such as the wonderful Future Shock and the unsurprising Jet Set Willy II), this is still a good game. If I'm too hard on it, then I know that Tynesoft will forgive me. They're committed to the BBC and they know the market well — this game will appeal to a lot of Beeb gamers.

If I'm not one of them, then maybe that's my problem . . . not the game's.

SCORELINE

Graphics	4
Sound	3
Addictiveness	3
Friendliness	4
OVERALL	**70%**

BRIDGE

Title:	**Colossus Bridge 4**
Machine:	**Spectrum and Amstrad**
Supplier:	**CDS**
Price:	**£14.95**

When I used to run a bridge club, people were always coming up to me and saying that they would love to learn to play the game. Unfortunately, they weren't mathematically inclined and they had heard that there was a lot of counting involved in playing bridge. Where this myth arose from, I am not sure but it is certainly widespread. Patiently, I would explain that yes, it did help if you could count, but only as high as thirteen, that being the number of cards in a suit. Sadly, most of them remained unconvinced and so were lost to the delights of one of the best games ever invented.

People play bridge for a variety of reasons. Some enjoy playing in tournaments, comparing their skills with the other competitors. Others play to win money but by far the largest number just play socially for fun. For unlike its great rival chess, bridge is a very social game. It is not a difficult game to learn and the Colossus 4 package is aimed fairly and squarely at the beginner. So, no more excuses about not having three other people to play with, sit back and find out just what you have been missing all these years.

For anyone who knows nothing about the game, here is a very brief run down of its objectives. Four people play in two partnerships of two who sit opposite each other at the table. The pack of cards is dealt out, thirteen to each player. Each partnership must then try and assess the combined strength of their hands during what is called the bidding. This is a bit like an auction with every bid being at a higher level than the last one. The players try to paint a picture of where their strengths and long suits lie.

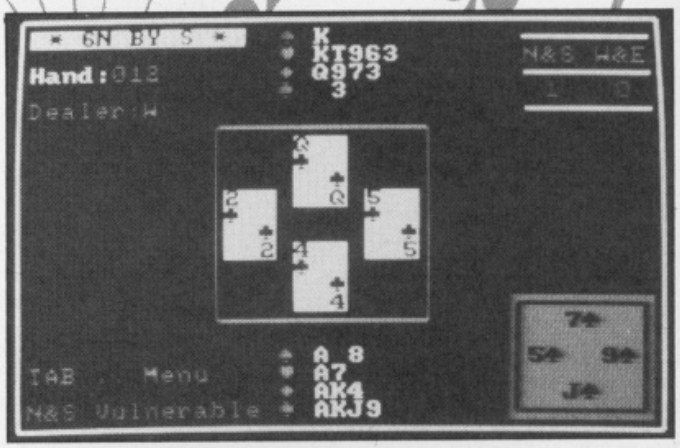
This bidding starts at the level of one which does not mean that you expect to take one trick on your combined hands, but rather seven. A 'book' of six tricks is assumed. The bidding can continue up to the level of seven — a grand slam which is saying that you and your partner can take all thirteen tricks (seven plus the book of six) between them. Considerable bonuses are awarded for doing this and it is a rare and most satisfying achievement. Usually, the bidding stops well below that level. A more frequent occurrence is to stop at game level. This involves trying to make nine tricks with no trumps, ten with hearts or spades as trumps and eleven with clubs or diamonds. The reason a game is so important is that it puts your side half way to winning the rubber — the best of three games.

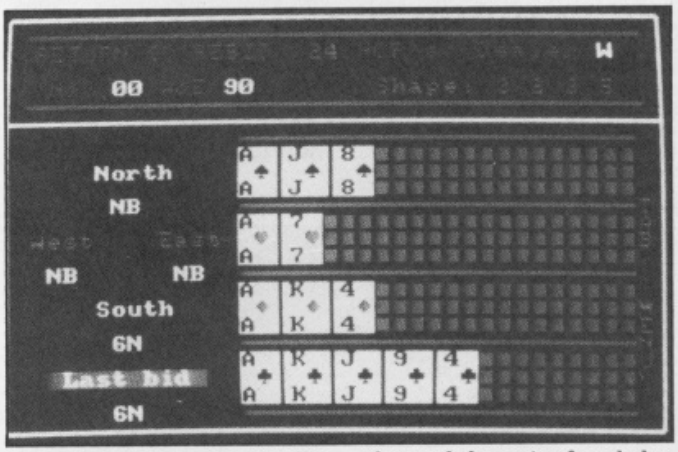
A trump is a card of a specified suit which has precedence over all other suits for that particular deal. Partnerships normally try to play the hand with their best combined suit as trumps. A bid of, for example, four spades says that you think that your side can make ten tricks (4+6) with spades as trumps. When the bidding has finished, the person who first bid the suit of the final contract must try and make the designated number of tricks. He is known as declarer and his left hand opponent leads a card to the first trick. Declarer's partner then puts his hand face up on the table for all to see. He is known as the dummy and takes no further part in that particular hand. Declarer plays both his own cards and those from dummy.

Confused? Very probably but don't worry too much. There is an excellent book included in the package called Begin Bridge by Geoff Fox, one of the country's leading bridge teachers, which explains all the terms and ideas of the game in considerably more detail than I have managed myself.

So what of the package itself? Upon loading, the cards are dealt for the first hand. You are shown your hand and must then take part in the bidding. When the final contract has been decided, you must then play the hand. If you or your partner is declarer, then you play both hands and must try and make your contract. If you are defending the hand (for you don't always get good hands!) you play only your own hand as you try and stop the opposing declarer from making the number of tricks that he contracted for.

Presentation wise, the program is excellent, especially in the Amstrad version. Options allow you to rebid or replay a hand or input hands of your own. Entering a particular card or bid is very simple and a help screen is always available.





Scoring is done automatically and you can always start a new rubber if things are going too badly for your side. Not that any self respecting Gamer reader would want to cheat.

As for the bidding and play, well the computer is at best average. Before you decide that this means that the program is no good, let me say that there are a number of good reasons for this, enough to fill another large article. Certainly, a beginner would not notice what was going wrong but an experienced player looking for a challenging game would probably be disappointed.

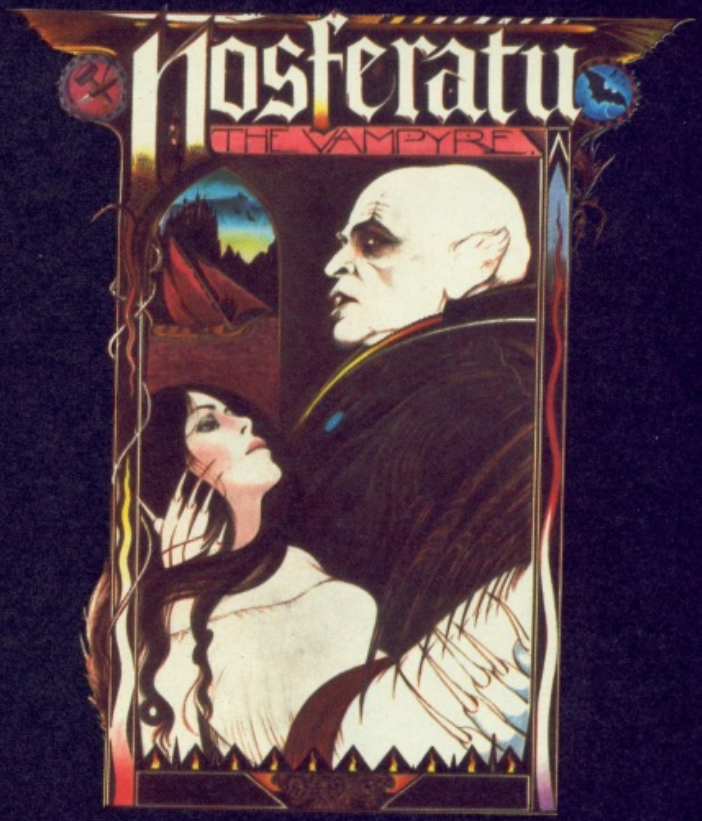
Side two of the tape contains a series of illustrative hands but I would suggest that you ignore them completely. The Spectrum hands are bugged anyway and you can't play them through but my main grumble is that they are totally unsuitable for a beginner, featuring several advanced elements of card play.

The package is completed by a form allowing you a 10% discount if you subscribe to Popular Bridge Monthly, one of the leading magazines. If you get hooked, this is one of the best ways of improving your game. There again, if you get hooked, you will probably give up playing computer games! Anything that encourages people to take up this prince of games must be applauded and Colossus Bridge 4, despite some annoying features is a noble effort. Recommended for beginners but not so much for experienced players.

SCORELINE

Presentation	4
Features	3
Playing ability	2
Value	4
OVERALL	**65%**

OUT OF THIS WORLD



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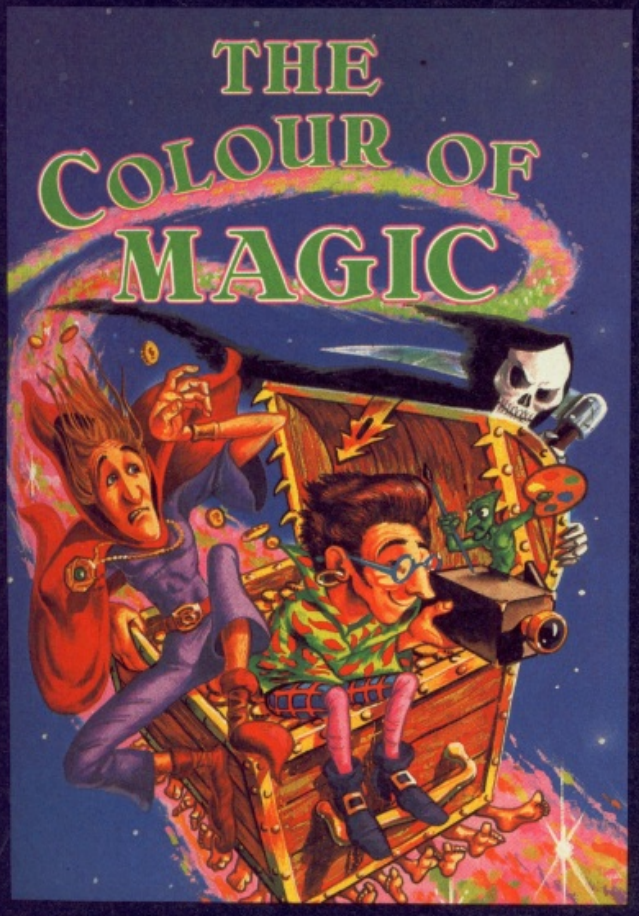

Programmed by DELTA 4

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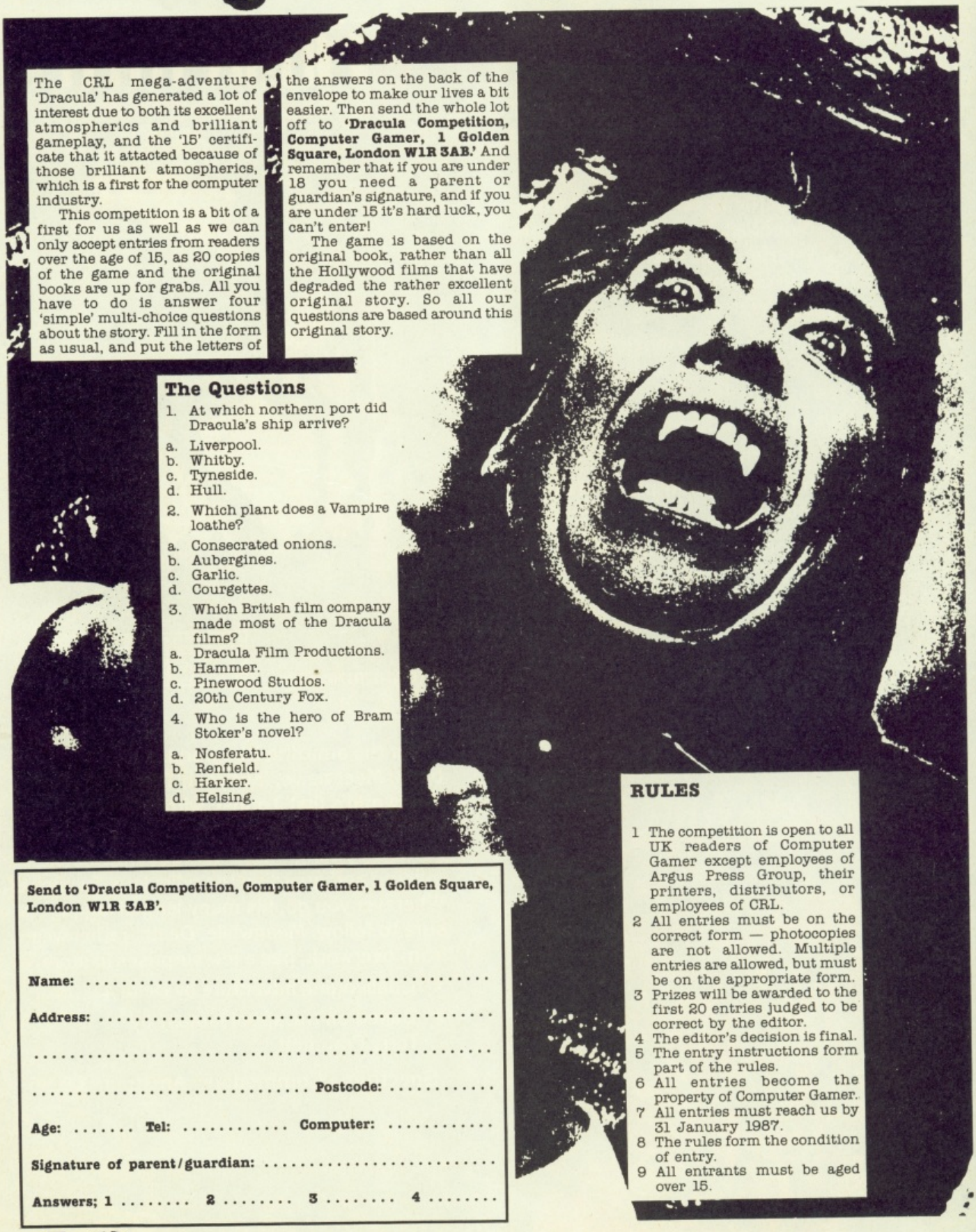
DRACULA



The CRL mega-adventure 'Dracula' has generated a lot of interest due to both its excellent atmospherics and brilliant gameplay, and the '15' certificate that it attacted because of those brilliant atmospherics, which is a first for the computer industry.

This competition is a bit of a first for us as well as we can only accept entries from readers over the age of 15, as 20 copies of the game and the original books are up for grabs. All you have to do is answer four 'simple' multi-choice questions about the story. Fill in the form as usual, and put the letters of the answers on the back of the envelope to make our lives a bit easier. Then send the whole lot off to **'Dracula Competition, Computer Gamer, 1 Golden Square, London W1R 3AB.'** And remember that if you are under 18 you need a parent or guardian's signature, and if you are under 15 it's hard luck, you can't enter!

The game is based on the original book, rather than all the Hollywood films that have degraded the rather excellent original story. So all our questions are based around this original story.

The Questions

1. At which northern port did Dracula's ship arrive?

a. Liverpool.
b. Whitby.
c. Tyneside.
d. Hull.

2. Which plant does a Vampire loathe?

a. Consecrated onions.
b. Aubergines.
c. Garlic.
d. Courgettes.

3. Which British film company made most of the Dracula films?

a. Dracula Film Productions.
b. Hammer.
c. Pinewood Studios.
d. 20th Century Fox.

4. Who is the hero of Bram Stoker's novel?

a. Nosferatu.
b. Renfield.
c. Harker.
d. Helsing.

RULES

1 The competition is open to all UK readers of Computer Gamer except employees of Argus Press Group, their printers, distributors, or employees of CRL.
2 All entries must be on the correct form — photocopies are not allowed. Multiple entries are allowed, but must be on the appropriate form.
3 Prizes will be awarded to the first 20 entries judged to be correct by the editor.
4 The editor's decision is final.
5 The entry instructions form part of the rules.
6 All entries become the property of Computer Gamer.
7 All entries must reach us by 31 January 1987.
8 The rules form the condition of entry.
9 All entrants must be aged over 15.

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Address: .....

.....

..... **Postcode:** .....

Age: ..... **Tel:** ..... **Computer:** .....

Signature of parent/guardian: .....

Answers; 1 ..... **2** ..... **3** ..... **4** .....

Gordon Hamlett gets his teeth into this fiendish game from CRL and sees whether they have scored a ghoul.

After all the fuss and ballyhoo about Dracula being the first game to get a rating from the film censors (see elsewhere in this issue), and together with radio interviews and newspaper articles, the actual game has tended to become lost in the accompanying wave of publicity. Which is a pity, because it is actually a very good adventure.

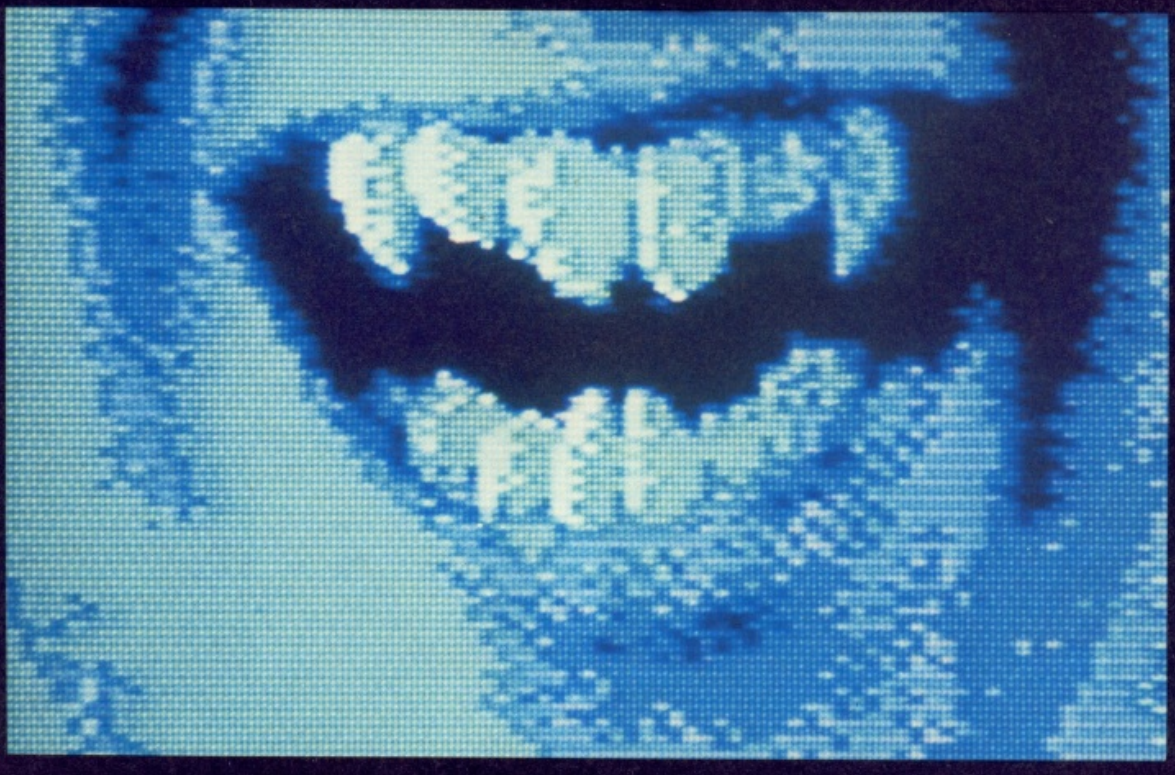
The first thing that is likely to fox players is that Dracula sticks very closely to the original book by Bram Stoker. So, all those hints and tips that you have picked up by watching late night Hammer horror movies are not going to help you very much! The story is based on a medieval Eastern European character known as Vlad the Impaler. He lived in Transylvania (modern day Rumania) in the early fifteenth century and is rumoured to have been living ever since for as everybody surely knows by now, vampires belong to the undead. Beware should you meet a passing Rumanian though for they do not like the connection between Vlad and vampirism and you could find him becoming a pain in the neck. Literally!

The game comes in three parts. Part one sees you, Jonathan Harker, a young solicitor, travelling to Transylvania in order to meet Count Dracula. You have purchased a house in Britain on his behalf and are taking him the details. There is also some mention in your client's brief of importing some soil into Britain in order that he can be reminded of his Transylvanian roots. Your coach drops you at the Golden Krone inn where you are to spend your last night before transferring to Dracula's castle.

After signing the register, you quickly find that the hotel consists of little more than your room and a place to eat. After a good meal, it's off to bed, just in time for a nice nightmare. You wake, desperate for water but unless you have taken the correct precuations, all you are likely to get is an extra portion of stake — something that you don't racall seeing on the menu earlier in the evening. Should you survive the night, yuo find that a coach arrives to whisk you straight off into part 2, which deals with your journey to the castle and your stay there.

The only other occupant of this coach is a little old lady who, though she will smile at you, has little to say for herself. There is something about her face though that draws yu to her and you find yourself in a hypnotic trance. Survive that encounter and she gives you a cross which will help you although not in the way usually associated with Dracula films. As you transfer coaches yet again, try showing the cross to the dark, cloaked coachman. Especially if you enjoy being beaten up.

The weather is now getting very cold and if you don't freeze to death, you arrive at the castle. you feel that you ought to be able to gain access, but you can't



quite put your finger on it. Eventually, Dracula shows you to your room. You are tired and dirty and desperate for a shave but unless you can find a mirror (remember that vampires have no reflections) you'll soon be out for the Count. By this time, you have realised that there is something amiss (perceptive chap was Harker) and the rest of part 2 is concerned with your escape from the castle. Will you find the secret passage or will you smell a rat before they smell you?

Part 3 sees a shift in scene. You now take on the role of Doctor Seward, a psychiatrist running a lunatic asylum. You receive a disturbing letter from your friend Harker who implores you to find fifty boxes of soil and prevent their use by the undead. This seems to tie in with a newspaper report of a Russian freighter that has sunk off Whitby Bay and which just happened to be carrying a load of soil as part of its cargo. To add to your problems, one of your patients has escaped again. Renfield is a man who believes that if you eat a spider, you gain its strength. Certainly, someting has affected him as you find out to your cost if stay out when it is dark. This is the part of the story that very few people know about. The bulk of the book is set in Britain, not Transylvania. Hollywood set about persuading people otherwise.

Any horror story stands or falls on its ability to impart terror into the mind of the reader and the game's author, Rod Pike has done an excellent job with Dracula. Signs of his love of horrific scenarios were much in evidence in his previous game, Pilgrim — a text only adventure also available from CRL, but that was only a taster of things to come. The descriptive passages in the game — and there are pages and pages of them — conjure up all sorts of images in the mind and you soon see that the 'fifteen certificate' was no mere publicity stunt.

The main horror sequences usually come when you have done something wrong and are about to die but they are so well written (although they are occasionally verbose and marred by the odd spelling and grammatical error) that it is well worth getting yourself bumped off. This is not usually too difficult a thing to do as many of the sequences have to be solved within a certain number of moves from the situation having arisen. Frequent use of the save command should be made, the best time for this being just after you have solved a particular problem.

Because the plot follows the storyline fairly closely, the problem structure tends to be of a linear nature. i.e. everything must be done in a specific order. This can cause annoyance in two ways. First, a player can get stuck on a particular problem and not be able to progress in the game and secondly, there are those infuriating occasions where you are told that you can't do that — yet. The game handles this very well, especially in the first two parts where the game reads like a narrative, punctuated by situations where there are problems to be solved. This idea of following and participating in a story is unusual but very well implemented and the result is a lot more convincing than say Lord of the Rings which is more of a book within a game rather than game within a book.

Dracula also features digitised graphics although, very sensibly, they are not allowed to interfere with the atmosphere created by the text. Again, they appear usually upon your demise when the screen is cleared to be replaced by a small illustration of your face, complete with severed neck or whatever. All this to the accompaniment of a reasonable rendition of Bach's Toccata and fugue in D-minor.

The parser is a fairly simple two word, verb/noun input. Although other companies are nusing more and more complex command analysers, I suspect that most adventurers still use the traditional inputs wherever possible. The vocabulary used in Dracula is straghtforward and I have not yet encountered any strange or illogical phrases. When you first enter a location, you get a brief description of your surroundings. The command 'look around' frequently gives firther clues as to what furniture etc. is present and then these can be examined at will.

Dracula is yet another example of how good text will beat poor graphics any day of the week. The atmosphere and terror created is superbly done and really does justice to the book. Certainly one of the best adventures of the year, I think that its success will be measured by a huge boom in garlic sales.

SCORELINE

Graphics	4
Sound	5
Addictiveness	5
Friendliness	4
OVERALL	**90%**

Dracula Too

Title:	**Vampire**
Machine:	**Spectrum**
Supplier:	**Codemasters**
Price:	**£1.99**

Brok the brave was living a life of misery. confined to the top security planet Hawkland for previous misdemeanours. A surprise offer to pop out for a quick bite from an emissary of Sol 1 turns out not quite to be what he expected. Dracula and his vampires are terrorising the earth again, subjecting people to lethal nightmares.

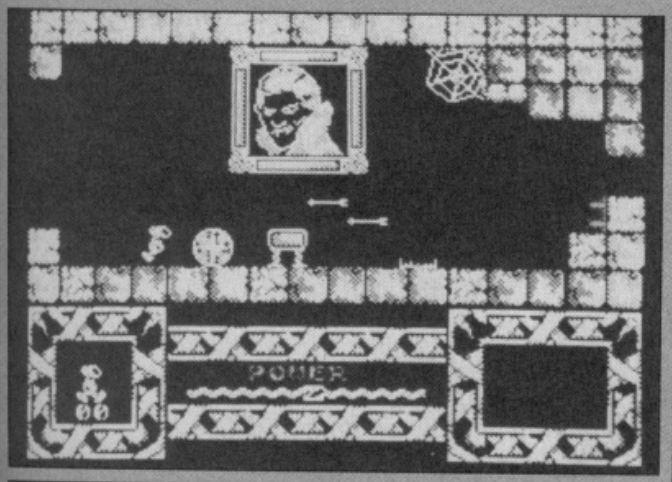
Having nothing better to do with his time, Brok accepts the mission and teleports down to the entrance of Dracula's Castle. His only clue is a cryptic poem that will supposedly help him in his quest. Dracula has been expecting a visit from someone for some time now and his castle comes complete with an assortment of traps and nasties — some lethal, some merely energy draining.

Vampire is a cross (sorry Drac, I know you don't like them) between a platform game and an arcade adventure. There are various obstacles to be surmounted, using either a short or a high jump, as well as various items to be collected. Certain parts of the castle are inaccessible unless the correct items are held. Three keys must be located as well as a cross, a stake and a hammer.

The main probalem is that you start with only one life and pint after pint of your available life-blood disappear or vanish entirely before you can find an extra life or two in the form of some flashing food. This makes the game quite frustrating in its initial stages. While nothing spectacularly original, Vampire is well put together and will give you a good run for your two pounds.

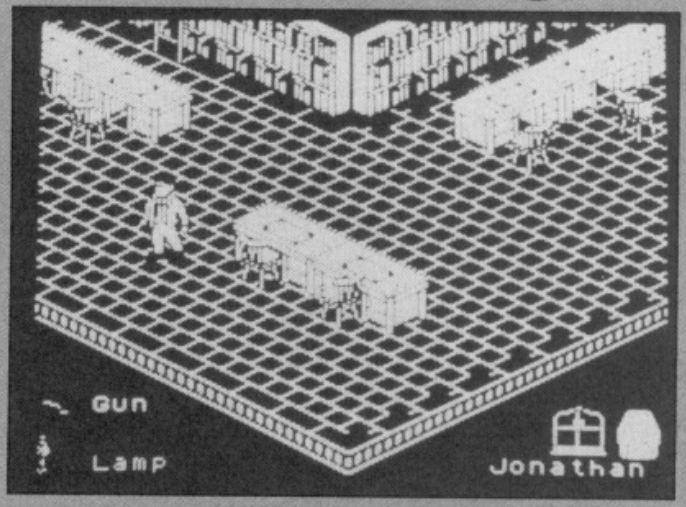
SCORELINE

Graphics	3
Sound	2
Addictiveness	3
Friendliness	3
OVERALL	**55%**



Title:	**Nosferatu — the Vampyre**
Computer:	**Spectrum**
Supplier:	**Piranha**
Price:	**£9.95**

A three part arcade adventure designed to strike terror into your very hearts. Nosferatu is a game about vampires based specifically on Fassbinder's film of the same title but the actual plot seems to have more in common with Bram Stoker's original Dracula than anything else.



Part one sees you, Jonathan Harker trying to recover the deeds to a house that you inadvertantly left lying around the Count's castle. At the same time, you are trying to escape the clutches of the various bats and spiders that lurk within. In part 2, you control three characters as you try to lure Nosferatu into Lucy's house, at the same time making sure that you protect Lucy at all costs as she is the only one who can kill the vampire. To do that, she will need a stake and as there are none to hand, you must also find some way of manufacturing one. The final part sees you playing Lucy as you try to kill Nosferatu. Unfortunately, your two friends are not aware of the situation so you must lock them up out of harm's way.

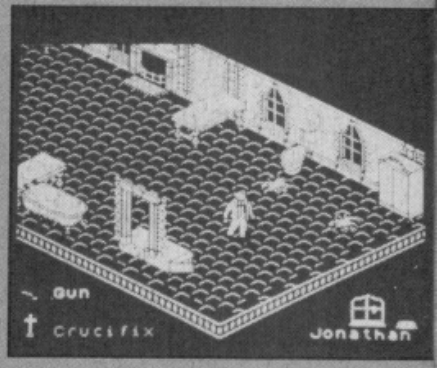
The game uses 3-D filmation type graphics and are some of the larest and clearest ones used to date, the only annoying feature being the way that the rooms change colour to denote the passage of time. There are objects to be discovered to protect you from the various evil beasties — guns, boots, lamps and crosses. The attention to detail is excellent and I particularly liked the way some of the furniture can be manipulated to help you — the ladders in the library for example.

At the bottom of the screen is a window showing the time of day for you can only escape during daylight hours. As you come into contact with the rats or whatever, so a coffin starts to appear depicting our loss of strength. Fortunately, food and water is at hand to reduce the effects.

This is yet another example of where the licensed title adds absolutely nothing to the atmosphere of the game. There is no particular feeling of terror imparted — certainly no more than in any of the hundreds of other arcade adventures currently available. Certainly, the graphics are impressive but that is not enough and the odd niggle such as poor instructions, no warning given to stop the tape for loading subsequent parts of the game and the fact that the Kempston option steadfastly refused to work on my copy all detract from the overall effect. Not one of Piranha's better efforts.

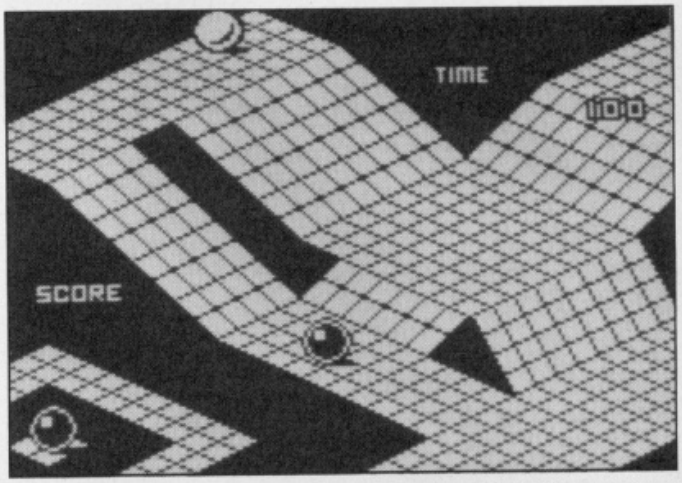
SCORELINE

Graphics	5
Sound	2
Addictiveness	2
Friendliness	3
OVERALL	**60%**



MARBLE MADNESS construction set

Everyone is aware of Marble Madness by Ariolasoft on the Commodore 64, however the Spectrum and Amstrad rights are owned by Melbourne House. Mike Roberts takes a look.

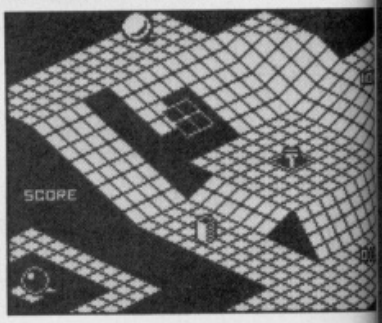


It all started with a smash hit arcade game that took the Coin-Op World by storm. With a completely new concept, great graphics, and fantastic music it was what the computer world was waiting for. After 'Gyroscope' (also by Melbourne House but withdrawn after pressure from Atari) and 'Spindizzy', the official game made its appearance on the Commodore 64 and the Amiga. However, whilst such a complex game can be implemented on these machines with their fairly advanced graphics, putting it onto machines that have fairly crude graphics like the Spectrum, and to a certain extent the Amstrad with very slow processors, poses much more of a problem. However, Atari were so impressed by the Melbourne House copy of Marble Madness — Gyroscope — that they got the licence.

However, implementation problems mean that a pure conversion is out of the question. So if you are going to have to change the game a bit, why not change it a lot? So the Melbourne House variant, whilst retaining all of the spirit and playability of the original game, also has a lot of extras — with very few omissions. But what of the original game?

As I have said, Marble Madness was almost unique in the coin-op games world as it was basically a completely new idea and concept. In a world of shoot-em-ups and thousands of identical karate games that get more boring by the minute, a problem solving/skill/competitive/description-defying game like this was like a breath of fresh air. I remember that when I first saw it a couple of years ago when Gamer first burst on the newsagents' shelves and I started writing 'Coin-Op Connection'. I played the game in a trade showroom for eight hours solid and couldn't write up the article because my wrist was put out for a week.

The game is based on rolling a marble down an isometric 3D-ish landscape that has holes, slippery areas, barriers, lifts, drains, conveyor belts, vacuum cleaners, slime monsters, enemy marbles, bonus areas, acid, and of course the goal — which is the object of all your efforts. In the Melbourne House variant of the game only about half of these hinderances are present — but believe me that's enough. Also the level system is worked out rather differently. Each level is composed of a screen and, instead of smooth scrolling, the screen stays stationary and only shifts up when you get to the bottom. After eleven levels you go back to the beginning and start again, taking your time bonus with you.

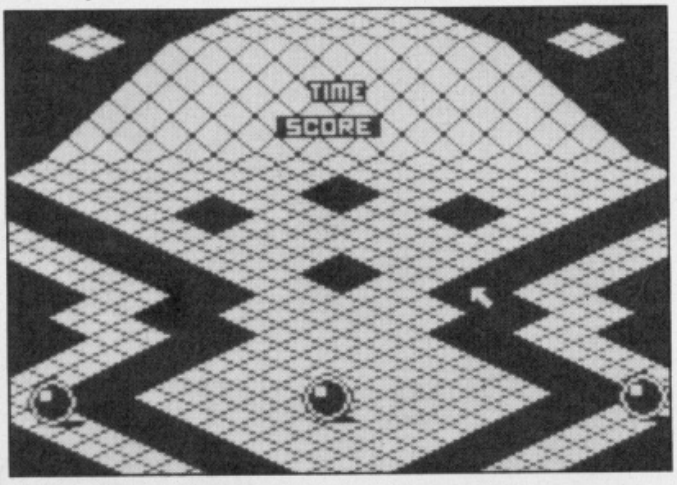


The timing system works in a similar way to the original, you start with a certain time limit in which to get to the bottom of the screen. If you get to the screen before time then your remaining amount gets added to your allowance as additional time for the next screen.

The score is composed of how much time you have left on your clock, and any bonus scores that you have accrued on your trip down. Otherwise the game is very similar to Marble Madness in layout and all the fine detail, like the broken ball being brushed up, is all there. However, any differences can be forgiven as this is a construction set . . .

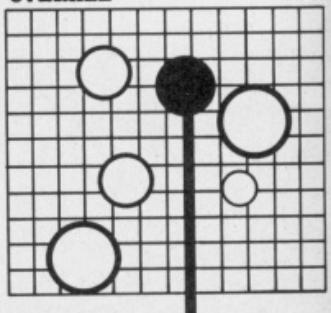
The construction part of the game lets you edit the screens as much as memory will allow. The editing system is remarkably simple and fully icon driven, with a two-thirds scale representation of the screen. The rest of the screen is taken up with the icons and chunks of screen to be manipulated. So, you can whizz your joystick around and edit any screens that you may want to make harder, easier, of just different. You can also test screens, and save the entire game to tape.

This section of the program makes the whole game that much more interesting. Long after Commodore 64 owners will have completed the original game, Spectrum (Amstrad to follow) owners will be designing better and more fiendish screens for one another. An excellent variation on an excellent game.



SCORELINE

Graphics	4
Sound	4
Addictiveness	4
Friendliness	5
OVERALL	**85%**



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In fact the only thing they have in common is that they're all played on the same planet.

Af first sight it seems like a desparate attempt to follow the success of the neatly packaged Games series but, since there isn't a Spring or Autumn Olympics, Epyx scoured the World for sports that haven't been computerised.

That may be true but it all becomes academic when you actually play the game. The fact that you've got 24,000 miles to travel during the contest isn't important when you've got a World Record or seven opponents to beat. What is important is this will you go the distance and will the events be good enough for a second or third trip?

Cliff Diving

Here's your chance to join the suicidal swimmers that flock to Acapulco to leap off the 118ft cliffs known as La Quebrada (that means "the break in the rocks" but could end up as the break in the neck!)

Several ledges are available for daredevil divers to show their guts to the crowds below.

To achieve the best score you dive must not only be the highest but also the most stylish. The judges are particularly impressed by those who just miss the rocks below.

To add to your problems the water level varies as the waves come in and out. Miss-time your jump and you could be on the rocks!

Slalom Skiing

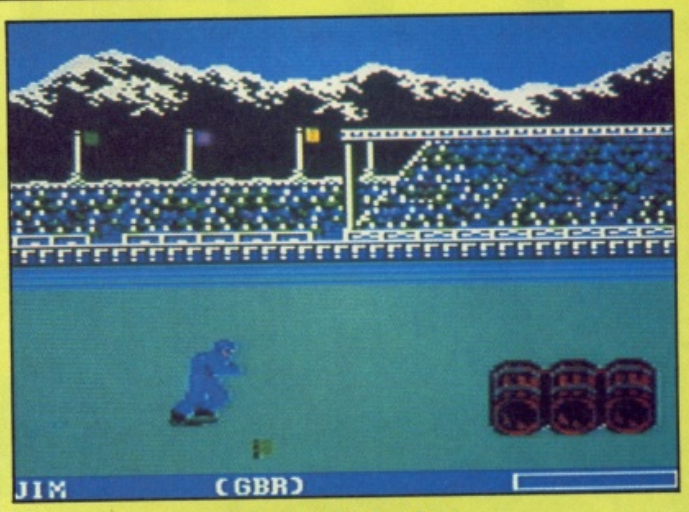
Next stop on our world tour is Chamonix in France and an exile that should have been in Winter Games.

This is a straight race against your opponents and the clock down through a series of slalom gates.

Miss a gate and you get a hefty time penalty, hit a gate and you could get a hefty hospital bill.

Should you sruvive the heats then you get a chance for the medals in the final.

Timing is essential in this event especially when the pace increases as you hurtle down the mountain.



Barrel Jumping

Skating at 40mph at a line of empty beer barrels may not sound like a sport but apparently Germans have been doing it for over 300 years. Now it's your turn.

Timing left/right joystick moves in rhythm with your legs is the secret to building up the the speed you'll need to clear the barrels lined up before you.

Time the jump well and you'll land to tremendous applause but get it wrong or mess up the approach and you'll spread yourself painfully across the barrels.

Again only three attempts so you must go for as many as possible to take the gold.

Log Rolling

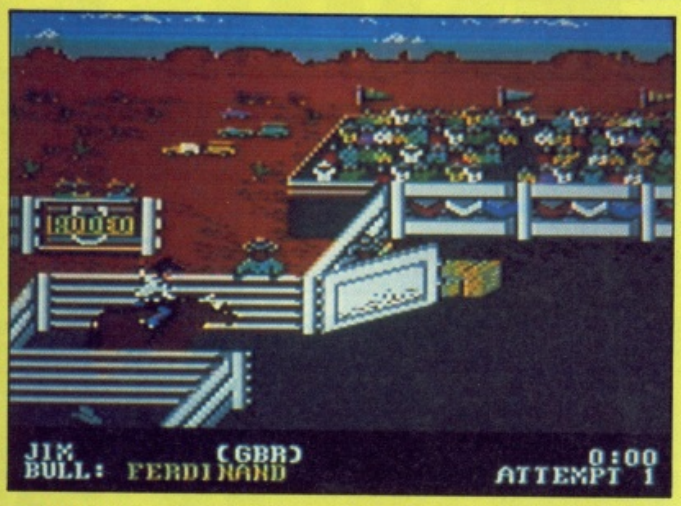
Another odd event, this time devised by lumberjacks who have been log rolling since 1840.

The idea is to walk on the log to set it rolling so that you stay on while your opponent falls off.

Consequently you must play a waiting game until you see the chance to either speed up the log, stop it or roll it in the opposite direction thereby toppling your opponent and winning the contest. Unfortunately, concentrating on your opponents footwork can cause you to lose your balance, giving you the early bath.

Again three attempts determines who is the world's best.

GAMES



Bull Riding

Ferdinand, Elmer, Bob, Tornado and Earthquake eagerly await your arrival at the rodeo for the next event as they're all wild bulls that you must ride to win the gold.

Hanging on to a rope, you must stay on top of these 2000lb beasts for eight painful seconds. That might not seem long but it's long enough when a bull is doing all it can to shake you onto its horns.

You will need lightning reactions to keep onboard as you counter any buck, halt or spin that the bull tries.

If you come off you'll hurt more than your pride!

Ferdinand is the easiest but can still bruise the unwary whereas only the bravest (or most stupid) should attempt to ride Earthquake.

Sumo Wrestling

At the end of your 24,000 mile trip is a grapple with a 400 pound Sumo wrestler!

Through a series of twelve joystick controlled slaps, pushes, trips, pulls, snatches and grips you must force opponent out of a clay ring.

Points are awarded not only for winning but also for moves attempted and the length of time you survived. This even makes a record breaking thumping by the computer a medal winning performance.

Weightlifting

The first stop in this trip round the world in eight events is Russia for the "iron game". Here you must compete in the snatch event and then the clean and jerk competition.

Both lifts require a timed sequence of joystick movements to lift the bar and hold it until the judges give you the green lights.

Get the timing wrong and your red faced competitor will waste one of his three attempts.

Before each lift you can select the weight which is added to the bar. Since the competition is only over three attempts you must force weight up to a level that you can lift yet will leave your opponents struggling. A sudden 50kg increase may knock your opponents out but can you afford the gamble?

The clean and jerk is the harder of the two since the snatch is a straight forward lift whereas the clean and jerk is a two stage life involving extra joystick movements enabling heavier weights to be lifted. Perfect this and you could win the contest.

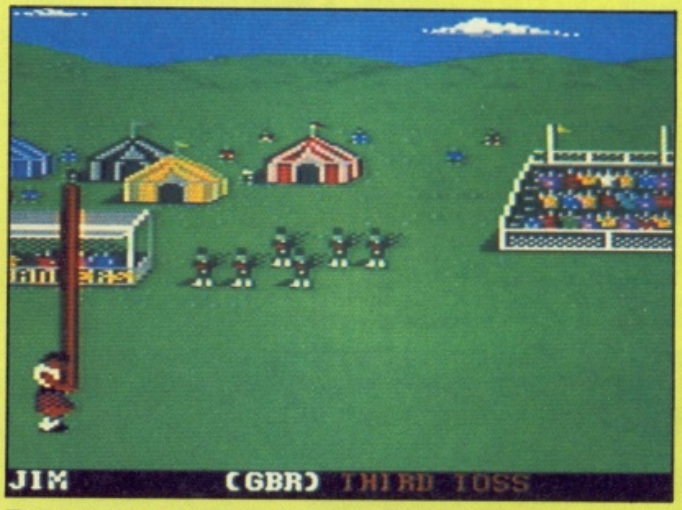
Caber Toss

Once you've been tossed by the bulls in America it's time to toss the caber in Scotland.

Sporting your best kilt and your knobbly knees you must hurl a caber the size of a lampost further than anyone else to win this famous highland fling.

As the pipers play in the background you must take a few careful steps before hurling the caber so that it flips completely before landing in the heather.

The secret lies in timing your steps to gain the necessary speed without having 120 pounds of tree landing on your head.



Each event can be practiced or played separately or in a series to form a World Championship.

All events feature the same superb graphics that have been a feature of the earlier Games series, enhancing the action frm the frozen barrel-jumping lake to the hot, sweaty Sumo wrestlers. They've also added a few humorous touches such as the shark in the water which chomps toppled log-rollers and the bird that watches cliff divers plummet on the rocks.

We will have to see whether eight events over 24,000 miles will tempt the joystick athletes into a short journey down the shops to buy it. I found it to be a collection of fun games that lacked the intensity of the Olympic events that encourages some much needed practice but made an ideal game to play with a group of friends.

SCORELINE

Graphics	5
Sound	3
Addictiveness	4
Friendliness	4
OVERALL	**80%**

AMSTRAD R·E·V·I·E·W·S

Title: Zub
Computer: Amstrad
Supplier: Mastertronic
Price: £2.99

Zub is one of those games that follows in the original mould that Ultimate used to do many years ago before they got into this 3D maze business. I'm thinking of games like Lunar Jetman and one of their more recent ones (you know, the one where you are whizzing around in a space ship collecting bits for it, though I can't remember what it's called for the life of me).

Zub puts you in the place of a Zub from the planet Zub, called Zub. Zubs are genetically engineered warriors and your task is to return the crown jewels of the King of Zub to his tender clutches from the planet of Zub 10 where his brother has taken them.

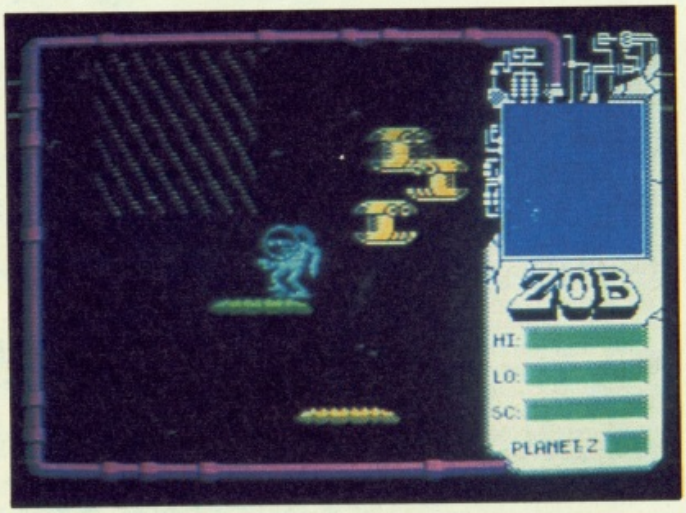
The main thread of the game puts you in ten different planets with multi-scrolling, four-way moving platforms, etc. You travel around these, shooting and avoiding the nasties and picking up objects. On each planet is a teleport system that will take you to the next level. The nasties are all extremely nasty and come in various different types — each worse than the next. The graphics are very good in some ways with a picture of yourself slowly turning into a skeleton as your energy levels reduce, but otherwise they are rather disappointing with little in the way of interesting backgrounds or dramatic graphics.

This is another one of those take it or leave it games, though, even if you are into this sort of vertical problem solving/ladders and ramps game, I have grave doubts as to whether even the dedicated fan of this type of game would shell out three quid for it, perhaps two, but three is a whole new order of magnitude. MAD games used to be reserved for the very best of Mastertronic's products, but after games like this and 180, I don't know what they're doing.

Mike Roberts

SCORELINE

Graphics	3
Sound	3
Addictiveness	2
Friendliness	2
OVERALL	**50%**



Title: Gauntlet
Computer: Amstrad
Supplier: US Gold
Price: £9.95

At last it's here! The smash hit game that took the arcade world by storm, and was almost a licence to print money for a large number of arcade owners. The US Gold version of the game is identical to the two player version of Gauntlet that came into the arcades a few months ago after the original four player version first emerged.

The plot is simple, you and possibly a companion descend into the depths of a treasure filled dungeon. Evil nasties abound and you need keys, food, potion, and lots of other odds and ends to survive. Occasionally you find a treasure room where there is masses of treasure and no monsters, but it's a race against the clock . . .

In the first original game, four people could play using the four characters that the game provided. Elf, Wizard, Warrior, and Valkyrie. Each character has a number of good and bad points to it, like the Elf is fast, but isn't as strong as the warrior. And the wizard fires magic balls that destroy everything.

The implementation of the game on the Amstrad is as close to the original as is physically possible on that computer. The 16 colour mode is used to great effect and the gameplay is identical to the coin-op machine, even the title screen and the character selection screen is reproduced from the original game.

The gameplay is identical to the coin-op game, the little men run around in the same way, the nasty monsters all move around in the same way. The dungeons are all the same as the coin-op game, and all the objects are in the same place, so experienced Gauntleteers will not have wasted all their time (and money) on the coin-op game.

The only difference in the game that I can see is that when your energy drops a bit low, you can't shove in extra coins. Though my bank manager thinks that this is an excellent idea.

Compared to Dandy, this is whole orders of magnitude better, there is no comparison. The 512 levels of this game (and they are all good levels) in one load, are so much better than the Dandy 15 levels in three loads. With Gauntlet on the shelves, I can't imagine anyone wanting to buy any of the clones.

Mike Roberts

SCORELINE

Graphics	5
Sound	5
Addictiveness	5
Friendliness	5
OVERALL	**100%**

REVIEWS

Title:	**Bugsy**
Computer:	**Amstrad**
Supplier:	**CRL (St Brides)**
Price:	**£8.95**

Bugsy is dis avencha from da St Brides mob over in Ireland, an' is bein' peddled by doze hoods in de CRL gang — headed by de No 2 boss 'Big Clem' his-self.

In case youse ain't heard on de grapevine, dere's a new rabbit in town. Bugsy Maroon's de name, bein's No 1's gonna be me game. I aim ta be de No 1 boss in dis burg, an 'retire' dat old boy Capone. But I need some help from de keyboard bashin' fraternity and tru dis Quilled game youse can do it.

Dis games got all dees pichures in all de places dat youse need ta visit, along wis de witty com ... commen ... comment ... commentawy provided from yours truly. In case ya wasn't listenin earlier, de aim of de game is to make me top honcho an' ta do dis youse gotta lie, cheat, rob, murder, thieve, bribe, an indulge in de odd bit of extortion inta de bargain — but be careful dat youse don't do anyfin dats illegal 'cos de law will be onta youse, and dat's naughty — so keep it legit an pay your train fares.

Of course ta do all dees tings ya need ta be able ta talk to everybody. So daresa good bit of de old character interaction an dat sort of ting wis dis new talkin system dat de St Bride's mob have woiked out so dat youse can hire some 'boys' or get some shooters, rob banks an post offices, and put de 'squeeze' on de good people of Chicago.

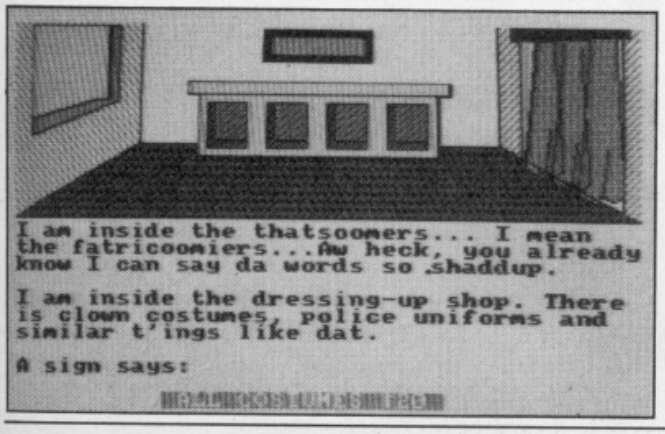
So youse keyboard bashers as gotta get me all de trappin's of de successful crime boss cars, houses, an dat sort of thing — so youse gotta woik hard an get me to de top of de pile good an quick.

As far as I can see dis is a pretty good game, wiv dis good twist of havin' me as a rabbit. An' de pichures are pretty good an' all. If I don't watch it de St Bride's mob is gonna make a move on me before I gets to No 1, so's I'd better getta' move on — doin' time waits fer no man (or wabbit).

Mike Roberts

SCORELINE

Graphics	4
Atmosphere	5
Addictiveness	4
Friendliness	5
OVERALL	**90%**



Title:	**Terra Cognita**
Computer:	**Amstrad**
Supplier:	**Code Masters**
Price:	**£1.99**

Code Masters is the title formed by two of Mastertronic's old programmers and they seem to have acquired another one because Terra Cognita was written by the author of the best selling Non Terraqueous.

This game is an unpretentious shoot-em-up plotted around a sentient robot planet. You fly across the planet as it is scrolling down towards you, trying to avoid the high barriers, finding the fuel, extra lives, and bonuses. As this is happening a mere two nasties try to stop you. This is a disappointing number of aliens and makes the screens look a bit sad. As you shoot one alien another appears, all rather tacky and something that I thought I'd seen the back of in games years ago — we want more aliens!

The graphics are reasonable and easy to understand, the scrolling is very smooth and the use of colour is quite good. The game is about 100 screens long and there is definitely a right and a wrong way through, as some of the solid objects lead you into dead ends.

The game, whilst being slow and non-frantic (i.e. few aliens) is still difficult with skill being required to get through the well thought-out screens rather than the game being made harder with less chance of completing it and more luck thrown in. The action square are also a nice touch and very easy to use.

If this game was faster and had more aliens it would be excellent, as it stands it is just good value for money.

Mike Roberts

SCORELINE

Graphics	4
Sound	3
Friendliness	4
Addictiveness	3
OVERALL	**70%**

Title:	**Cylu**
Computer:	**Amstrad**
Supplier:	**Mastertronic**
Price:	**£1.99**

Cylu is a budget version of those 3D maze games that were made so popular by Ultimate when the Spectrum was at its peak of popularity and these games were in vogue.

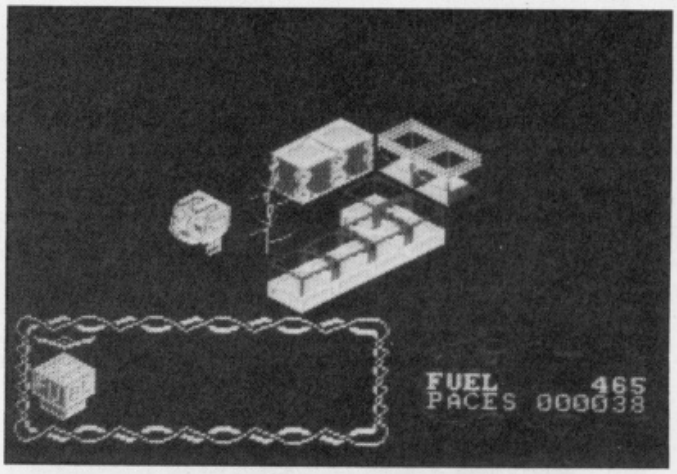
In this case you play the part of a minion robot who has to collect 24 objects that are hidden around a maze. The maze is displayed on one side of the screen in the traditional isometric 3D manner.

Various things are in the maze that will help or hinder you. The usually sparse instructions are here as in every other type of game like this, and finding out exactly what you have to do is part of the game.

The main problem with the game is that you can only carry four objects at the same time. And all 24 objects must be returned to the start point, only then will you be deemed to be worthy of being the new robot leader.

There seems to be no end to the number of 3D maze games that are hitting the market, despite their budget placing nowadays. Nor does there seem to be an end to the number of people that want to play them. This game should fill the gap for a short while anyway, especially when you have the ability to examine and use the objects as well as saving the game. Saving and loading the game is one of the most useful features that I have ever seen on a game like this. And after all, £2 isn't bad for a game like this.

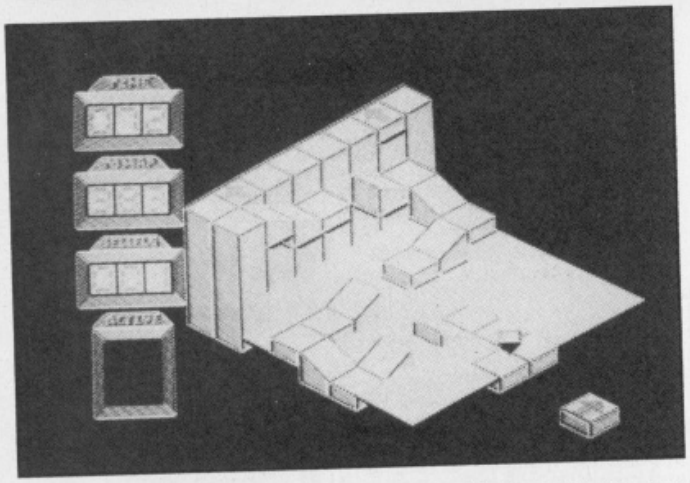
Mike Roberts



SCORELINE

Graphics	3
Sound	3
Friendliness	2
Addictiveness	2
OVERALL	**50%**

Title:	**Five Star Games**
Computer:	**Amstrad**
Supplier:	**Beau Jolly**
Price:	**£9.95**



This is yet another compilation of games that have come out in the past year to tempt the Christmas buyer. This particular has five games on it from four companies and on two tapes.

Spindizzy from Electric Dreams was one of the later 'Marble Madness' type games, but was mixed with good problem-solving and maze aspects as well. The main idea of the game is to collect gems and map out the maze that you are in. The display is of the (now) traditional 3D isometric variety that you can pan around to reveal parts of screens that you wouldn't normally be able to see. The puzzles are very good and take some time to work out with variations in key/lock combinations and various kinds of actuators. The graphics are top quality and the animation is excellent. This is the main game on this compilation, and is definitely way ahead of the others in quality. Except, perhaps, for the second best game on the tape — Who Dartes Wins II, by Alligata.

This is a modification of the 'Commando' type of game where one intrepid soldier attempts to smash his way through whole armies of enemy soldiers in an attempt to free his buddies held hostage by the nasty, horrid enemy.

This game is probably better than the game that it originally copies, the layout of the screens is better, and instead of having to copy a coin-op game faithfully (difficult on any home computer, even one with good graphics like an Amstrad), the designers and programmers can take the capabilities of the computer into account when the whole thing gets put together. This results in a much better presented game that 'holds together' much better. A good choice for a compilation.

The second game on the tape is Three Weeks in Paradise, a problem-solving game with very colourful graphics. Find the objects, save the people, all good standard stuff. Screens go left to right and there are also the occasional exits into and out of the screen onto another screen. The game originally formed part of the series with Wally Week as the main character.

Zoids from Martech is a complex strategy game that was featured in some depth by Gamer when it first came out. Based around the toys and TV series of the same name, it involves battling with vast robots in order to further the triumph of good over evil. Despite its rather odd subject matter and licensing, it is a very good game. Whether you will spend the long time required to get into it is another thing.

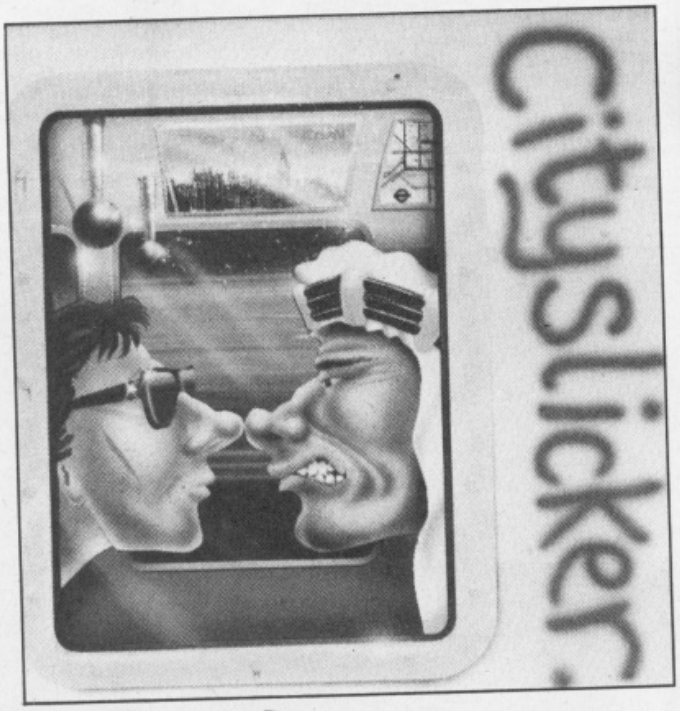
The last game on the compilation is Equinox by Mikrogen. This is a fairly ordinary ladders and ramps game with all the problem solving and dexterity tests that feature in this kind of game. It'll keep you occupied for a while and is a good, safe finisher for a compilation.

Like all compilations, you can't really fault them for value. This one is a bit different than most compilations in that the games on it are unlikely to all be in one owner's possession already, and there is a good mix, though the emphasis is definitely on the problem solving aspect with the exception of Who Dares Wins II.

Mike Roberts

SCORELINE

Content	3
Quality	4
Lastability	4
Value	4
OVERALL	**75%**



Title:	**Cityslicker**
Computer:	**Amstrad**
Supplier:	**Hewson**
Price:	**£8.95 cass, £14.95 disk**

In the run up to Christmas, Hewson have released Cityslicker for the Amstrad. This is an arcade/adventure set in London. You control our daring hero in this cops and robbers type of game.

Abru Cadabbra has planted bombs in the Houses of Parliament which are set to go off at midnight. You start at 8.00 am and the object is to defuse all of the bombs.

Sounds easy? I am afraid not. In order to defuse the bombs you need a bomb disassembly unit, or BDU for short, which has to be put together by you in order to save Parliament. The BDU parts are scattered all over London. You don't know how many parts there are, or where they are. You must seek out all the parts and take them to your hideaway.

When the BDU has been completed you will be able to carry it around, so that you can use it in the Houses of Parliament to defuse the bombs. To make your task more difficult there are other characters in the game with different characteristics, some may pick up objects, others may throw objects, some follow or run from you. In other words they are a general nuisance to you.

At some point in the game one of the characters could pick up something that you want. The only way to get it from him is to grab him and drop him from a great height or drop a heavy weight on him. I know that this is a bit drastic but he may be carrying a part of the BDU or something else that you may need, so you must be quick enough to snatch it off him before he tries to pick it up again. A word of warning, Abru is on your trail, so look out for him because if he catches you it's instant death.

Overall the game is quite good. The graphics somehow remind me of Jet Set Willy. I suppose it's because it is in that style but on the whole it is a fairly average game.

SCORELINE

Graphics	4
Sound	2
Addictiveness	3
Friendliness	4
OVERALL	**65%**

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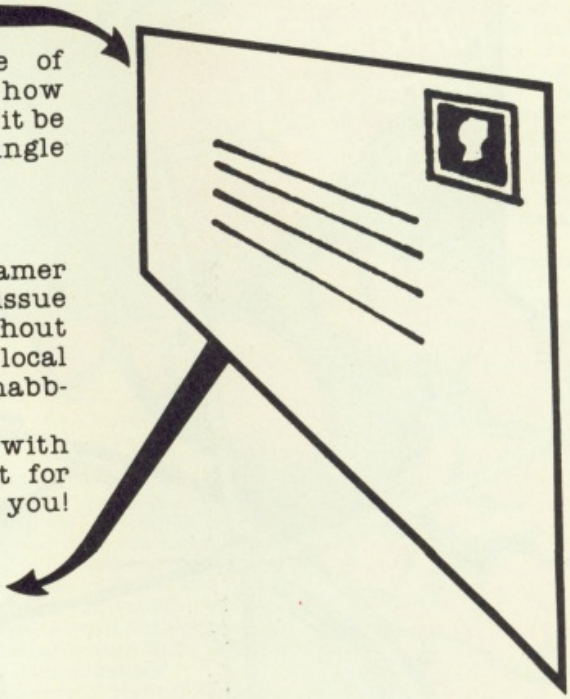

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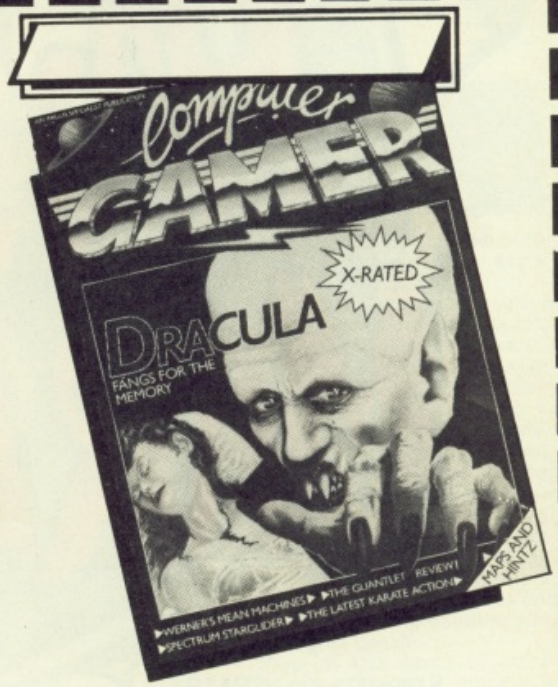

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TOP NOTCH

Last month, we dedicated these pages to the Amiga. This time it is the turn of the Atari ST which, although it has been around the longer of the two machines, is only now making its presence felt on the games scene.

The reasons for the ST taking so long to bloom in this field are manifold. One thing that is clear is that the Amiga drew the attention of many programmers away from the ST, even before making its public debut in the UK.

While software houses busily prepared games for the Amiga, prospective computer buyers raved about Commodore's 'super' micro, gleaning their information from rumours fuelled on ignorance and hearsay. When it finally arrived, the Amiga met most peoples' expectations, but turned out to be far from affordable, squeezing itself between the ST and some of the smaller business machines.

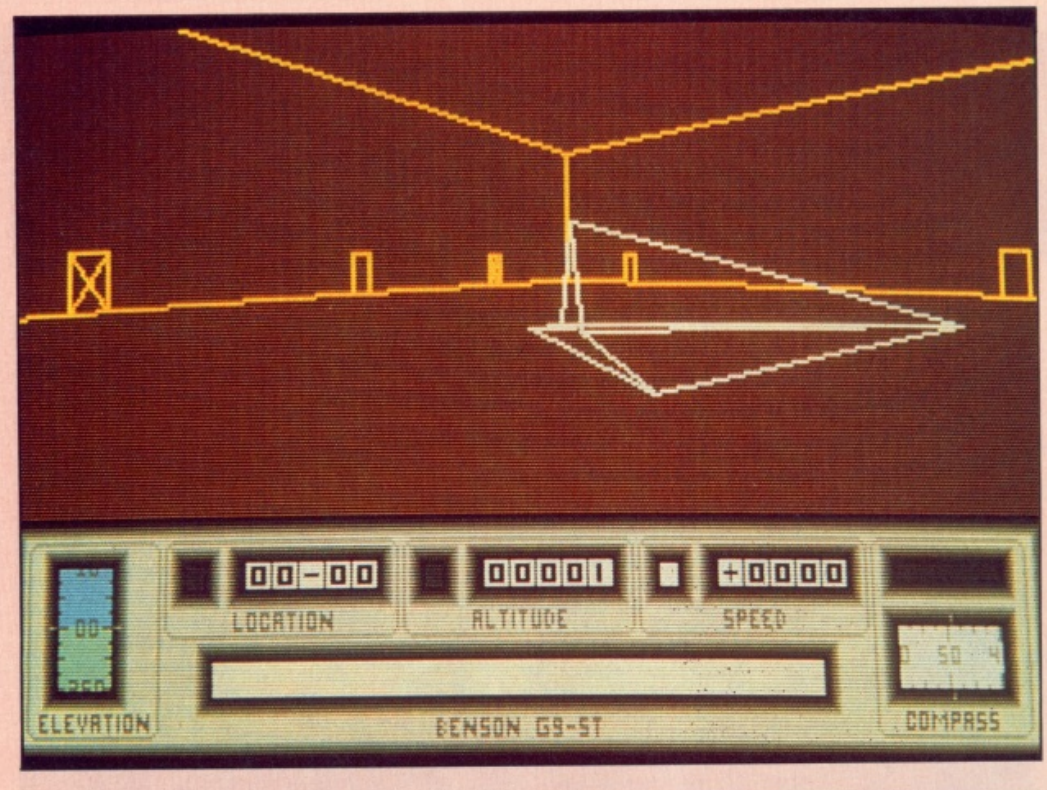
Commodore's misguided marketing has given the ST time to purchase a more positive foothold, and programmers a clearer view of the road they should take. What we are seeing is the 'first' wave of home-grown ST games written by writers who are not blinkered by Commodore's pie in the sky.

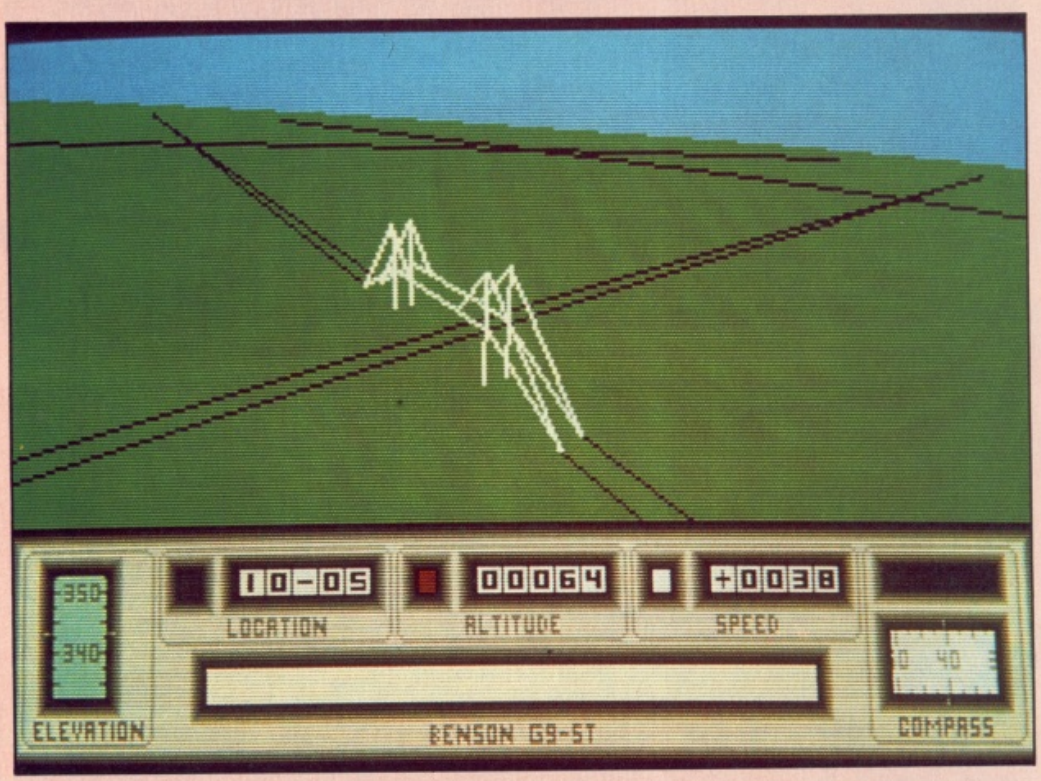
Of all the recent software releases for the ST, none has aroused more interest than Rainbird's Starglider (£24.95). When a pre-production version was demonstrated at September's Personal Computer World Show, it caused something of a minor sensation with its realistic digitised speech and arcade quality animated, vector graphics. However, the need to incorporate some kind of gameplay precluded Rainbird from selling copies there and then.

In terms of depth, the finished Starglider exhibits very little advancement on the version glimpsed at the show. And as for a scenario, players wanting to know the background to the action, or even what they're supposed to achieve, are expected to plough through a tedious novella, penned by James Follett, author of the film 'Who Dares Wins'.

Rainbird's practice of bundling books with its games was a nice idea at first. Now it has become an excuse to skimp on certain aspects of the program itself. Starglider could have been a classic, in every sense of the word, but is instead flawed by being tissue paper thin.

Starglider is quite simply a space shoot-em-up, where the player takes the role of a crusading space pilot, out to save the





planet of Novenia from the threat of an Egron invasion.

Much of the action and some of the graphics are reminiscent of the arcade game 'Star Wars'. There's even a spaceship that looks exactly like one from Acornsoft's Elite; were Starglider the better of the two the joke might be amusing. But as it isn't, the use of plagiarism is arrant impertinence.

Jeremy San, Starglider's programmer, could have been forgiven had he endued the game with some substance. Rather than do so, he has made the fatal and presumptious mistake of relying on the impact of his program's graphics. To be fair, Starglider contains, without a doubt, the best 3D vector graphics seen on the ST so far.

As you fly your spaceship over the Novenian landscape, enemy ships whoosh by at high speeds; Stompers, gigantic mechanical behemoths reminiscent of the fighting machines in 'War of the Worlds', pound across the planet's surface; while small tanks trundle along below, stopping only to take aim on your ship.

Excellent as its graphics are, Starglider is doomed to failure, in my view, because it stimulates the senses but fails to touch the mind, making it very boring indeed. Rumour has it that the version written for the Spectrum has a greater strategical bias. If that is the case, Spectrum owners are in for a much better deal than Atari ones.

A far more attractive buy than Starglider is Novagen's Mercenary. This game, also known as 'Escape From Targ', originally appeared on the Commodore 64, where it was quickly followed up with a second, similar scenario called 'The Second City'. To capitalise on the success of the two programs, Novagen has produced conversions for the Atari ST and bundled them together in a compendium edition, retailing at £24.95.

Mercenary is based around an interstellar soldier of fortune's attempts to escape from the war torn planet Targ, where he is marooned following a malfunction on his space ship. In addition to contending with the knotty problem of how to get home, our hero also finds himself torn between allegiances; should he work for the Mechanoids, who have colonised Targ after routing the Palyars, the planet's peace-loving inhabitants? Or should he join the Palyars in the struggle to regain possession of what is rightfully theirs? Then again, why not work for both.

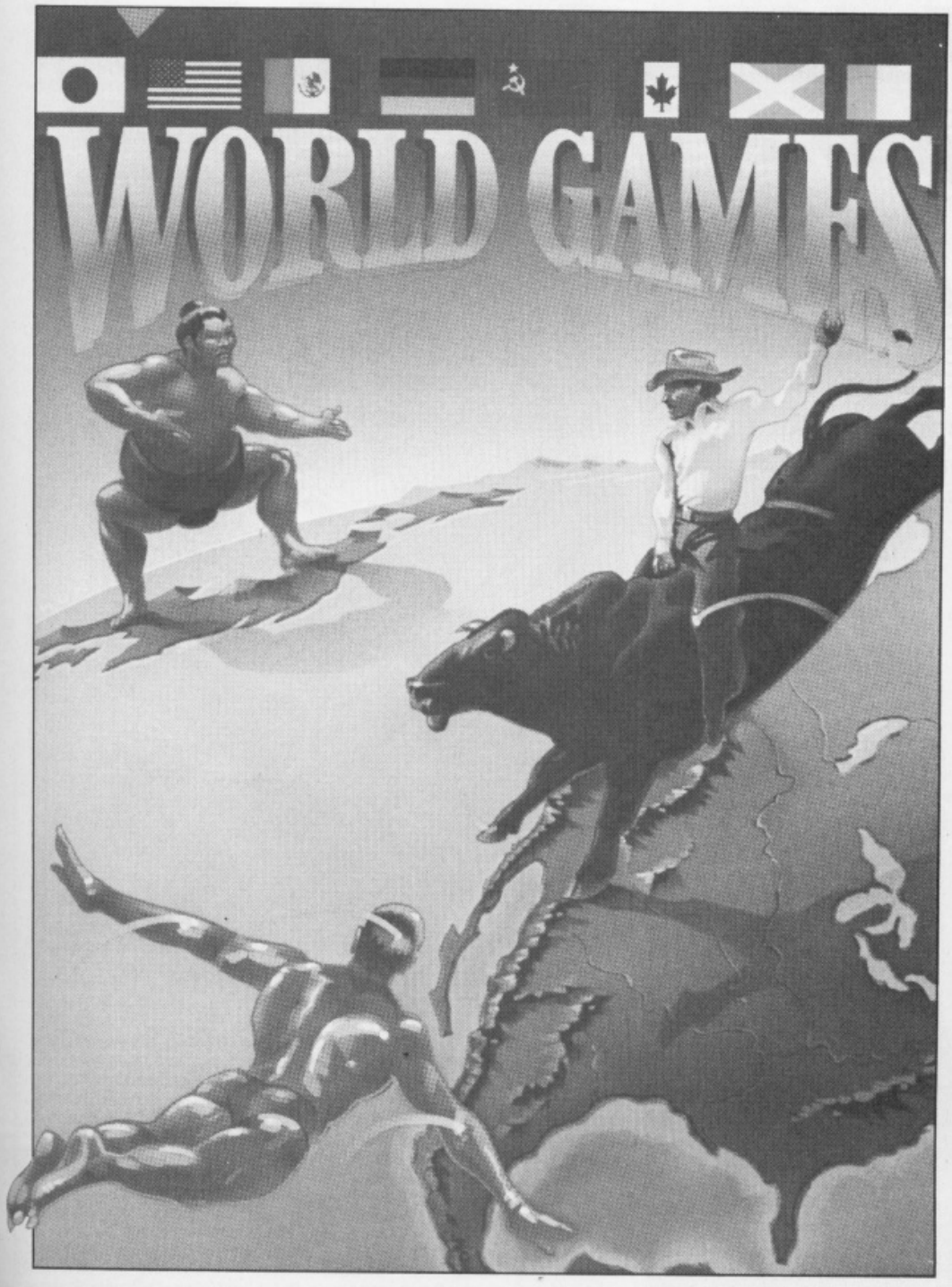
Taking on the persona of the hapless mercenary, it is up to the player to overcome these 'ethical' problems and procure the articles necessary to effect an escape.

Mercenary starts with a spectacularly vertiginous sequence, in which the crippled space craft spirals headlong into Targ. The ship is destroyed on impact, leaving the player to wander in search of a replacement. Once found, it is possible to fly over Targ at incredibly high speeds, laying waste to buildings and blasting patrolling craft. When that becomes tiresome the only place to go is underground, for more adventure.

Vector graphics are once again the star of the show. As you fly through the air above Targ you can swoop down level with the alien skyline, fire at a structure, and gloat as it slowly topples, all in fabulous 3D. This is far better than Starglider, where targets simply explode in all directions.

Both Escape from Targ and The Second City are incredibly difficult. So, by way of help, Novagen has included a sealed envelope containing a survival kit. Inside are maps and charts which provide vital information on the game's layout. There's also a mercifully brief book telling the story of Mercenary, but the less said about that the better.

The final program this month is World Games, the culmination of Epyx's superb 'Games' series. Following hot on the heels of Summer Games, Summer Games II and Winter Games, this latest foray into the world of sport contains all the style and flair of its forebears



plus a great deal more.

Like all the others in the series, World Games can be played by as many as eight people, each one representing a different country. But that is where the similarity ends.

The first event of the tournament is weightlifting. In this, players are required to attempt both the 'snatch' and the 'clean and jerk'. I'll quickly describe these two very different lifting techniques for those readers not au fait with weightlifting.

In the 'snatch', the lifter raises the bar, and as he is doing so, squats beneath it, pushing it above his head. When the bar is in the fully raised position, he stands, thus completing the move.

The 'clean and jerk' requires the lifter to pull the bar to his chest, and then drop down into the squatting position. From there he raises the bar above his head and then rises to his feet. Both this lift and the 'snatch' are only deemed legal when the lifter's elbows are locked. Until then, the move is considered incomplete.

Graphically the weightlifting is quite superb. The animation is technically perfect, right down to the flexing of the lifter's muscles. A nice touch is the way his face turns red if he retains the bar above his head for too long.

The next event is the dangerous sport of cliff diving, as practised in Acapulco, off the high cliff named La Quebrada ("the break in the rocks"). Points in this event are scored for style and from how far up the cliff a dive is made.

In World Games a diver can be moved between a number of ledges at intervals up the cliff face. The higher up he goes, the greater the danger of being blown into the rockface on the way down. All this obviously adds to the fun, and more points can be had by getting as close to the rocks as is possible.

Barrel Jumping is a rather less dangerous sport, although it too has its hazards. This strange event takes place on ice. Competitors must skate as fast as they can, and attempt to clear a number of barrels laid side by side. Skaters who land incorrectly tend to either perform an embarrassing prattfall or actually go through the ice, into the chilly waters below.

Surprisingly, the most difficult event in World Games is Log Rolling. Here two lumberjacks stand atop of a floating log. The idea is simply to spin it backwards and forwards in an attempt to dislodge your competitor. Balance plays an enormous part in this event, so the display features a couple of balance meters which give each competitor some idea of how the other is doing.

Almost as hard as Log Rolling is Bull Riding. This event has competitors' attempts to stay on a bucking bull for a set period of time. If the bull only moved in one direction, then it wouldn't be so bad. As it is, the animal twists and turns, jumps and dives, making it virtually impossible to stay on for any reasonable length of time. What with the log rolling as well, Epyx isn't playing fair with World Games.

There are three other events in the globetrotting tournament: Slalom Skiing, the Caber Toss and Sumo Wrestling, of all things. If you liked all, or any of the other 'Games' programs, you'll definitely enjoy the latest, as it surpasses them in nearly every respect. Surely World Games must be the last, but then, you never know.

Some other ST games worth looking out for are:

Time Bandit
Price £24.95, available from
Microdeal,
Box 68,
St. Austell,
Cornwall PL25 4YB.
Telephone (0726) 68020

Major Motion
available from Microdeal
(address as above)

The Pawn
Price £24.95, available from
Rainbird Software,
Wellington House,
Upper St. Martins Lane,
London WC2 H9DL.

Gauntlet
Price £29.99, available from
US Gold,
Units 2/3,
Holford Way,
Holford,
Birmingham B6 7AX.

Winter Games
Price £24.95, available from
US Gold (address as above)

Championship Wrestling
Price £24.99, available from
US Gold (address as above)

BURNING RUBBER

Rory Newman scorches along the hottest tracks around in his search for the perfect racing car game.

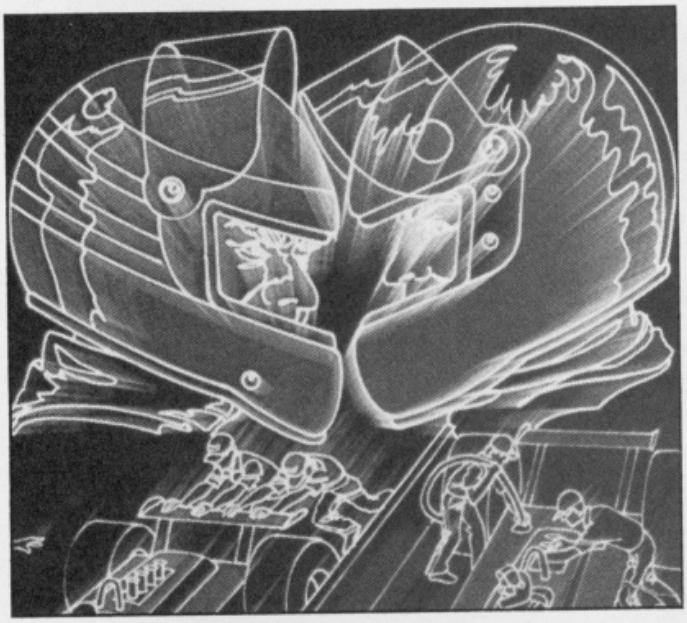
Racing games today owe a lot to the innovative Pole Position, one of the all-time great arcade games that features colour, a steering wheel, gear lever and accelerator. It is still very successful, giving people the chance to fulfil their racing dreams. Due to Pole Position's success, computer racing games proved their popularity and the ones here are just a small fraction of the numbers produced over the years.

Playing on a computer does not leave the same feel as pushing down on the accelerator, manipulating the gear lever or grappling with a steering wheel so the computer version had to make up for it in other ways. These have included the ability to have two people playing simultaneously, obstacles and pit stops, as well as vehicle selection, grid positions, choices and number of laps and a choice of predesigned or self-designed tracks.

Many racing games have come and gone since Pole Position was converted and the games mentioned here are the cream of the ones still on the market. Some of these games make the original Pole Position look very poor but, for its time, it was a killer. In the arcades, the new favourite is Konan GT and I wonder how long it will be before it is converted and how well it will do. All of the games in this article have something to make the racing fanatic want to buy them. Will the same old idea sell, or will someone be able to think up a new idea for a market which seems to have had every possibility and variation worked out of it to such an extent that people tend to think "Oh no! Not another racing-game"?

Listed in this article are the main racing games available for the Commodore 64. A percentage for 5 categories is given at the end of each game, and a winner from each section will be chosen. The ratings are for:

Graphics:	This includes not only the sprites, but also the backgrounds, on-screen views and the pits.
Playability:	This concerns the ease of use. Some games you will be able to play immediately after loading, whereas others will require six month's practice.
Addictiveness:	Will you be playing all night, or will it bore you within an hour of loading?
Lastability:	Is the game so easy to complete, that it will only last three weeks or can it keep you going forever?
Value for money:	This is really an overall mark which decides whether the high-priced game is really worthwile or if a £2 game has anything in it.



Pitstop II EPYX/US Gold £9.99

Pitstop was a Pole Position style of game which had the added challenge of making pitstops. Its celebrated sequel Pitstop II is the follow up, and was the first split screen, head-to-head racing game.

In the game, you must race against eight opponents. Raymond Rollbar, Lamont Lugnut, Deirdre Diptstick, Terrence Tierod, Tina Turbs, Penelope Pitstop, Earl Sump and, if in one player mode, EPYX robodriver. It features one or two player mode and a choice of three, six or nine laps, robodrive, semi-pro or pro skill levels, and six tracks. The tracks are Watkin Glen near New York, Vallelinga in Rome, Sebring in Florida, Rouen les Essuals, in Elbeuf, France, Elockenhien near Heidleburg in Germany and we are not forgotten with Brands Hatch.

At the end of each race points are awarded: 9 for first place, 6 for second, 4 for third, 3 for fourth, 2 for fifth and 1 for sixth. The other four do not score, and at the end of the six races, the points are totalled and, of course, the one with most points wins.

A word of warning: 9 lap races hurt your inner arm, because of the time required to move left and right, and accelerate, and my arm begins to hurt after two laps, so nine is a killer. The difficulty levels are what they say, not skill levels. By this I mean that the opponents don't get faster, the tyres wear more easily, meaning you have to make more pitstops, not drive faster, making it rather boring to play after a while, because if you can win on rookie (and most good drivers should be able to) you can win them all, so, like most two player games, it is best played by two people of similar skill; that's where the luck lies.

When actually racing, the game is joystick controlled. Left and right are as usual, back decelerate, forward accelerate and fire boost. Boost is used when accelerating. It makes the car accelerate faster, and also ups the top speed, but it's thirsty on fuel. Fuel is shown in a horizontal bar, which is yellow, apart from the warning red area and this moves down as your fuel runs out. Your speed is just given as the number, and your tyres are shown by a small coloured bar on each tyre, the colour depicting how bad they are, The colours are blue (showing the little damage), purple, green, brown, red, yellow and white (which means your tyres could blow on hitting

anything else). Your tyres deteriorate on contact with the curb or other cars.

The background and horizon scroll smoothly, but it is the same for all the courses. On each player's half of the screen is a map of the course showing where you are by means of a flashing bit. On the course is a wide bit, denoting the start/finish line, which is also where the pits are; you go into the pits by pulling over to the left. In the pits, a steering wheel sprite appears, which you can position over one of two men. One has a petrol pump which can be moved into the side of the car to fill up the tank again; be careful not to overfill, or it will all seep out. The other man can be used to remove a tyre, take it to the pile, where it is changed automatically and return to place it on the car. This can be time consuming at first, but is rather easy after practise.

So that's Pitstop II: despite its fame, I found the one player game too easy to win, and although the two player option was fun initially, I tired of it quickly — the arm pain doesn't help. Obviously a technique game, winning is achieved by making the decisions about whether to risk all for victory, or be content with second, and make a pitstop.

To me, the game looses part of the fun, but you can't have everyting, and it does have good graphics. In general, a game with a great reputation, but overated, so think seriously about spending £10 on it.

Graphics	81%
PlayabilitySound	78%
Addictiveness	69%
Lastability	54%
Value for Money	63%

Revs — Acornsoft — £14.99

Revs was Acornsoft's follow-up to Elite, and it caused a stir not seen in racing games since Pitstop II. Revs had some of the most excellent graphics possible and this is what caused the stir. The view was not the back of your car, but instead of the cockpit with a steering wheel, wing mirrors, a tachometer (rev counter) and gear stick. Its main difference was that it was a simulation, so racing fanatics (like myself) could not beat the lap record immediately. I was surprised that within a month of release nearly every major computer magazine had given it an extremely good review and rating, because according to Acornsoft themselves, it would take some months to get the hang of. So I suspect that the game was judged on its graphics and the fact it is the follow-up to the highly acclaimed Elite.

The game will take only an analogue joystick as supposed to a normal one. Out of all the games in this article, Revs was the only daunting one (myself, as I have already said, like to load a game, play for an hour, win and then load something else, a game which is tough but easy to play, so Revs to me is appalling, I don't have the time for it. Saying this is bound to infuriate the thousands of Revs owners who can be bothered to play it, so for them I have included a second set of ratings, worked out by my associate R. Hearn who has shown me the other side of the coin concerning Revs. It is up to preference which ratings you believe.

For your £15 you get a video-style case, with solitary tape in it, a manual with lots of pretty pictures of the car, a special programme (leaflet) with more pretty pictures and one of the best loader screens of all time. The programme contains lists on cornering and overtaking, and descriptions and drawings of your competitors who are Max Throttle, Johnny Turbo, Davey Rockey, Gloria Sleep, Hugh Engine, Desmond Dash, Percy Vea, Gary Clipper, Willey Swerve, Sid Spoiler, Billy Bumper, Slim Chance, Harry Fune, Don Dipstick, Wilma Cargo, Miles Behind, Roland Slide, Rick Shaw and Peter Out.

In the game itself, you have a choice of either Silverstone or Brands Hatch, and practice or race. Practice for about eight months continually is recommended before going on to the race! You drive a Ralf RT3, which can be controlled in four different ways: using an expensive analogue joystick; a switched joystick with paddles; keys and paddles; or just keys. The key controls the CTRL — gears down, Q — gears up, A — brake, S — throttle, ↑ — start, ; — steer left, : — steer right, space — amplify steering motion. This makes it very difficult, but with

The Last V8 — Mastertronic — £2.99.

This is one of the first games from Mastertronics excellent MAD range, and like most of the original games in this range (Spellbound, etc) it would probably sell just as well if it was released at a tenner (don't tell Mastertronic, though — Ed). The game is of excellent quality; the graphics, not just the sprites, but background and display are wonderful. The multi-directional bit-mapped scrolling is as smooth as Uridium or Dropzone at all speeds, and scrolling can be in about 32 directions all as smoothly.

The music is almost beyond belief. A three quid game should not have great graphics, certainly not smooth scrolling, and definitely not amazing music! MAD has broken the rules. The music is a superb three-track atmospheric affair, which would make Paul Hardcastle, Jean-Michael Jarre and Andy Brown listen, let alone Roy Hubbard and Andrew Braybrook. Several times I have loaded this game just to listen to the music, it beats Rambo and is only equalled by International Karate. The only sound effects occur when you crash so you have this superb track pounding out at you throughout the game. Believe it or not this game also features speech. At the beginning of the game it bellows out 'V8 return to base immediately' in a rather impolite tone of voice. The game has all the trappings of a really top class game, which it is.

The scenario is that seven years after a nuclear holocaust you have decided to leave your underground haven.

There you were in contact with the sky lab all the time and decided to built a car, featuring a V8 engine, turbo charger, push button radio cassette player, adjustable wing mirrors and all mod cons. So you're out cruising in your pride and joy when you receive a message over the intercom: your mates in the sky have discovered an unexploded warhead near you, and you've got to get back to base in time.

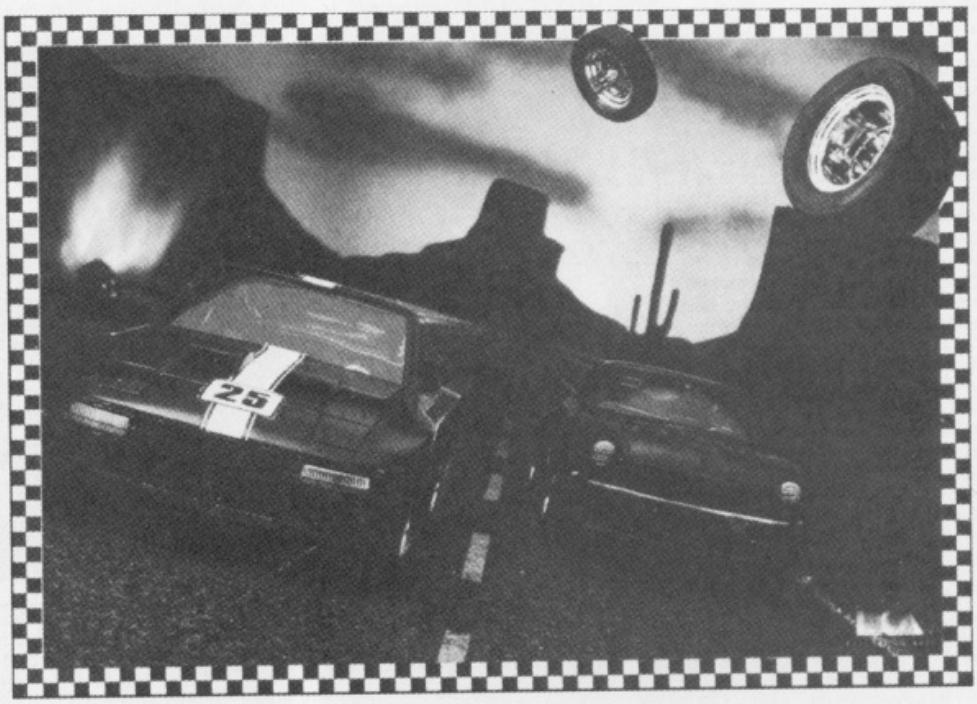
Sounds easy? It's not! It is impossible. I am gradually going mad over this game. After driving 2.5km to enter the base complex (which is hard enough, I could do it only by judging a shortcut through the background which saved .0.6km, enough to get to the complex) more speech bellowed out 'Caution, radioactive surface'. You are then 2km from base and have to find your way around the complex. The complex was in fact designed by King Micro, and is the labyrinth. Having no ball of string I decided to try to follow what the computer did in the demo. I kept getting lost, and eventually my shields came down and I died. Several other times I reached the base complex and have always got lost. A few times I have been 0.7km away from the base but that was in a dead end (how I wish I could cheat here). An interesting point is that the demo has never completed the game, so I reckon there is no way out and if I find out that that's what Mastertronic has done I'll . . .

In the game, the screen is divided into 3 sections, a small section at the bottom has a picture of you standing under a tree admiring your car, spoiler and all. The middle section is the control panel, with speedometer and tachometer shown as quadrants of a circle in a box. The time is displayed as a bar chart as is fuel and another line depicts whether you are using Turbo or not. A final bar shows your shields, used in the base. Next to these is a computer, showing how far away you are from base and any danger message, and a loudspeaker is plugged into your computer. Also shown is your steering wheel and your in-car stereo. The top part of the screen shows an overhead view of the car and the background of trees, shrubs, bushes, houses with swimming pools, rivers and other such wonders. The game is controlled using the joystick, you push in the direction you want to go and continue to press to accelerate and pull in the opposite direction you want to go and continue to press to accelerate and pull in the opposite direction to decelerate though if you slow down completely you go through a 180° turn. This is a very hard way of controlling it almost to the extent of being unplayable to start with, but after a while you get used to it and the game holds the fascination of the inability to complete. If you've got three quid, buy it, you won't regret it.

Graphics:	96%
Playability:	78%
Addictiveness:	97%
Lastability:	98%
Value for Money:	96%

practice it can be done. Racing is said to be fun if you can get past the first corner. It may be. The graphics are very nice, especially when a car appears in a wing mirror. The courses are very accurate and even includes bumps, but for me, this simulation has nothing except its nice graphics. The game will reap rewards if it can be played for a long time, but for the impatient (like myself) the game will hold nothing.

	For the Impatient	For the Patient
Graphics	98%	98%
Playability:	2%	75%
Addictiveness:	3%	76%
Lastability:	2%	81%
Value for Money:	4%	76%



Racing Destruction Set — Ariolasoft — £12.95.

Racing Destruction Set has been described as the ultimate racing game. In this, I will try to see if it is. The 50 pre-built tracks and nine cars, along with track construction and variable game parameters are the features that originally drew me to it. The game has so many choices, it is almost unbelievable — each player must first choose a car, selecting engine, tyres, armour and weapons. Then the choice of track, either a predesigned one, one you have saved, or one designed on the spot. After that, and you decide the parameters, number of players, quality of racing or destruction, difficulty and skill levels. This game is truly mammoth, so I will deal with it in sections, starting with the game itself.

Two people can play simultaneously on a split screen. The width of the track can vary between 1 and 3, and the surface can be either pavement or dirt. You control the car using left and right to switch lanes, forward to accelerate and backwards to decelerate. If you take corners slowly enough, the car will turn automatically.

The game has crossovers and turnoffs, giving access to loops and different ways. On destruction you have the ability to use your weapons, either land mines or oil slicks, so if you go down a one width part followed by your opponent drop the mine and it will be the end of him. There are jumps which are ramps and can really make you fly showing your shadow below.

You can race against a human opponent or the computer, and control is via joystick. On loading the game you can play on the demo course with two unarmed courses which give you the feel of the cars and how they react on different surfaces.

The tracks are divided into four sections. The Grand Prix circuits are all pavement and have no jumps. These are just like the ones in other racing games and are for the speed fanatic, though the idea of dropping a land mine during the British Grand Prix is rather appealing. The circuits are: Buenasiares, Tyalamis in S. Africa, Longbeach in California, Jarama, near Madrid, Zolder in Belgium, the infamous Monte Carlo, Dijou in France, Silverstone, Hockenhelm in Germany,"Osterreiching in Austria, Zandvoort in Holland, Monza in Italy, Estail in Portugal, Masport in Canada and Watkinden, Dallas, Las Vegas, Detroit and Meadowlands, all in America.

Next we have the American road-race circuits when the American NASCAR races are held. Stock-cars are especially good fun on these, where speed and roughness are the essence. All are in America, they are: Willowsprings, Daytona, Riverside, Seaspoints, Road America, Midotino, Road Attenta, Banent, Charlotte, Lagunaseca (where the famous corkscrew is — so beware), Limerock Park and Cleveland. Next we have the three most famous test circuits in the world which are best for high speed duels, where speed and good driving will prevail in a nine-lap race. The courses are Floaran, the track constructed by Enzo Ferrari to test his cars, Weissach, Porche's test track and a custom built vehicle may be tried out here for performance before the race, and finally Indy, the one on which the oval in Pole Position II is modelled.

Last, but by no means least are the masochist tracks, wehre the size, height, amount of jumps, width and surface change. The courses are: Demo, something out of everything; Dirt 8, a figure of 8; Big E, which has lots of jumps; Snake, with loads of jumps with different surfaces; Clover, a cloverleaf shape — great fun; Spiral with lots of long and sharp jumps, while Jumps has a big one; Headon with so many ways of hitting your opponent; Roundabout, which gives you the options of which way to go, though they are all the same length; Whichway is similar, except some ways are short; Destruct is very small and very lethal; Tiger has 15 crossovers and a loop; Variety has everything; the Supernos has two impossible corners; Dragrace is built for the Indy drag cars; and Killer is impossible!

The cars are can-an, Indy drag racer, baja bug, pick-up jeep, dirt bike, steel bike, stock-car and lunar rover. Each of these has a choice, whether it's just one thing of everything. You can change your tyres, engine size, landmines (max. four) or oil (max. nine gallons), armour (max. 7) or crusher (max. 9). This is all very nice, but after a while I found I was using a stock car 6600cc engine, four land mines, seven armour and nine crusher, nearly all the time, though the con-ans speed and a bike lightness were useful in some races. My favourite race of all was nine laps in the very slow lunar rover. I defy anyone to keep a straight face through it. The advantage of the cars is the ability to handicap the better driver giving a fair race, something none of the other two player games do, and it also pits the speed and dexterity of an unarmed car against the brute force and ignorance of my stock car. The choice in this is really unbelievable.

The track construction option can be used when you run out of tracks (in about 2034 at the present rate!) though I have attempted it. It takes a lot of time to construct and a lot of practice to find out how to use it at its best.

You can change the road width, road surface and height and have crossover turns, and even alter the starting direction. It's a lot of work, it took me three goes to design a track, which I found was impossible to complete. I saved it and play it regularly, and still haven't completed a lap. This really makes this program infinite. You just can't run out of things to do.

You can change the number of laps, the difficulty level and the skill of your opponent, as well as the background (a choice of 4) and even the gravity — from moon to earth to Jupiter, a choice of 14 levels in all. This is the fun bit, with light bike on moon gravity at top speed over a jump: the question, will it ever come down and if so, where? Here, you also choose whether you want racing or destruction (go for destruction any day!).

The game is marred by the long loading system but the choices, especially the tracks compensate for this. This is no ordinary racing game, it is no ordinary game, it belongs in a category all of its own, and is the third game to enter my list of all time greats (the other two being Elite and Hobbit). This is easily the best racing game ever. There are so many choices that have to be made and so many files to be loaded it may well be 20 minutes to half an hour before you start the race. If you can stand the wait, then this is the game for you, racing fanatic or not. If I could have only one game, this would be it!

Graphics	91%
Playability:	98%
Addictiveness:	99%
Lastability:	100%
Value for Money:	98:

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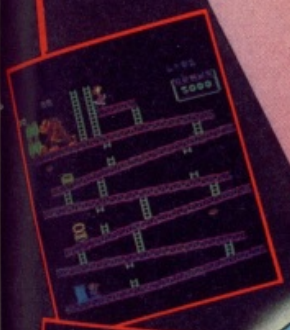

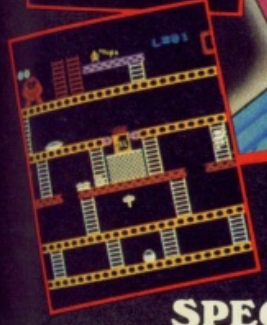

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Screen shots taken from various computer formats.

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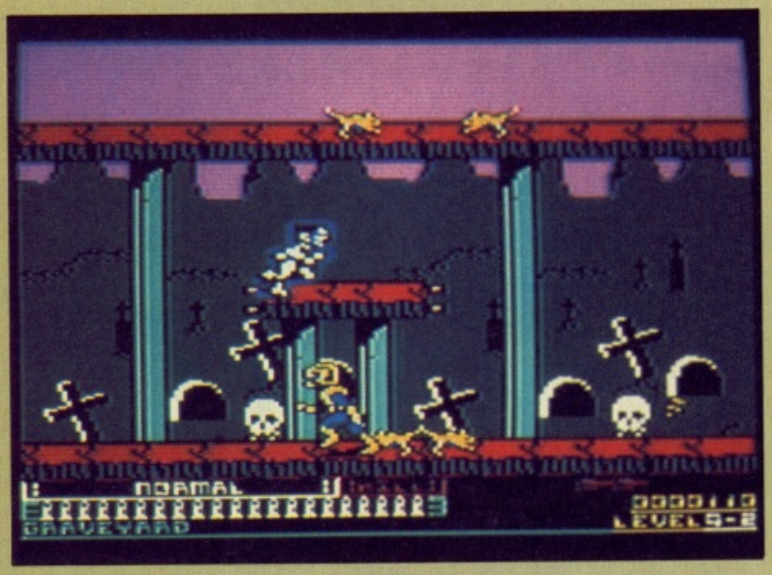
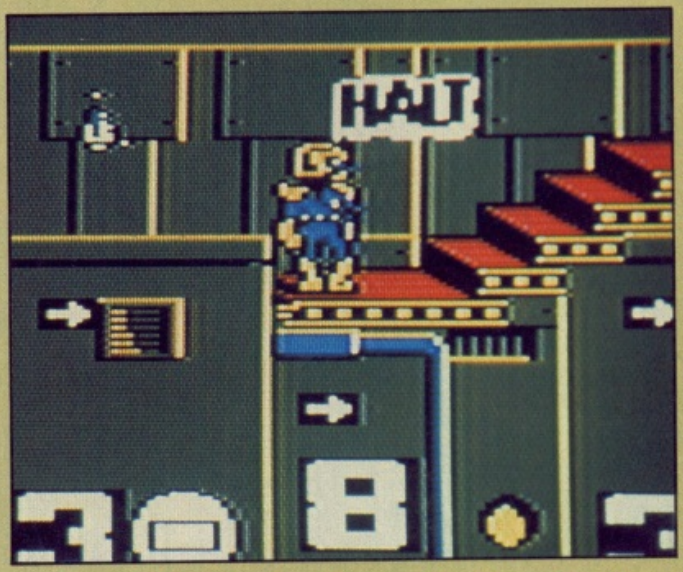
JUDGE DREDD

In a future world where the law is all, and crime is the national sport, you need a special breed of lawman. Mike Roberts dons the half-eagle badge of a rookie Judge and tracks the lawbreakers.





At last, Britain's most popular comic hero comes to the silver (computer) screen. Judge Dredd, the character from the highly popular science-fiction comic 2000AD, is the subject of a game by beat-em-up specialists Melbourne House.

The future city of Mega-City 1 houses over 400,000,000,000 inhabitants — each one a potential lawbreaker. Housing is scarce, and jobs are even scarcer, each person living in massive mile-high 'city blocks', each block holding many hundreds of thousands of people. For this high tension situation you need a special class of law enforcement. Enter the Judges.

The Judges are an extension of the police we have nowadays, with the power to convict and sentence an offender on the spot — even to the death sentence. There is no trial, no jury, and no appeal. The Judge's word is final.

To reach these exacting standards, Judges enter the Academy of Law at the age of five to begin their fifteen year training program — a failure at any stage during this training means immediate expulsion. Given the power over life or instant death, a judge must never make a single mistake.

Judge Dredd is the toughest, meanest, and most respected Judge in the whole city. Being cloned from the first Chief Judge he has no parents — the Law is his family, having been in the Academy since birth. In

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the game it is your task to play Judge Dredd, and to uphold the Law in the Mega-City.

Equipment plays an important part in the duties of a Judge, and this is borne out in the game. The main item of a Judge's equipment is his bike. Each Judge rides a 'Lawmaster' motorbike, capable of tremendous speeds and packing enormous firepower, it also carries most of a Judge's immediate back-up equipment, such as his computer and data link back to the Hall of Justice.

The most important piece of equipment that a judge can have, however, is his gun. The 'Lawgiver' pistol is fully automatic and can fire a selection of seven different types of bullet, all types being housed in different magazines in the gun and being available at all times. The standard round is the GP shell, this is a rocket propelled lead slug of roughly 9mm calibre. As well as this the gun also fires the 'Rubber Ricochet' bullet that can be used to fire around corners usng the ricochet effect.

The incendiary bullet will ignite anything that it comes into contact with, whilst Armour Piercing can be used against light armour and robots. High Explosive and Grenade are fairly self explanitary.

The last bullet that the gun can carry is probably the most interesting. The Heat Seeker or 'Hot Shot' is a bullet that homes in on body heat and can chase a suspect around corners — but don't try to use it in a crowded shopping centre!

How does all this fit into the game? The first thing that you see is the status screen. This shows a view of the section of Mega-City 1 that Judge Dredd is partrolling at that time. On this screen will flash icon pictures of crimes along with descriptions of what is going on. You can then move your Lawmaster onto the crime that you wish to 'solve' and you will zap into the action section of the game.

This is a multi-level, multi-screen chunk of Mega-City 1 that your Judge Dredd is busy running through. Your pocket computer will give you the address of where the crime has taken place, and your Lawmaster will have dropped you off at a point as close to the crime as possible without having to run down innocent pedestrians. From there you have to procede on foot. At this point it is also wise to select your ammo type and response level.

Response level is either 'HALT!', 'warn', or 'kill'. The first option will just make you Judge shout at the offender and hope that he will stop. The second option fires a warning shot, and the third option is shoot to kill. When I was playing the game I found that the third option was the only way that I could stop an offender from shooting me dead, even for a simple crime like littering that would usually require only a stern word to stop. This is contrary to the ethos of the Judges, whose ultimate power over life and death needs to be carefully used, and it is strange that the game allows for this but is much easier to play if you just shoot everything. There is no real penalty except for points, and the points reduction is well worht it if your stamina is fading fast.

The game also allows you to select between six of the seven kinds of bullet that the gun fires (excluding grenades). Though the only difference between five of them is that the gun carries less of some kinds of bullet than others. All bullets have the same effect so there's no real point in switching between them. The exception to this is the heat-seeker which will whizz off at 90 degrees to the direction in which the gun was pointing and just tends to shoot passing pedestrians.

The graphics are limited, the character for the offender is the same in each case, so a smoker (an extremely serious crime) looks the same as a stookie glander, a litterer, or a murderer.

The background graphics are very good and illustrate the various parts of Mega-City 1 as well as could be expected. However robo-dogs that fire at you are everywhere. Why, I don't know. They don't occur in the Judge Dredd series and seem to be thrown in because the programmers couldn't be bothered to pick out something more relevant out of the 450 (or so) Judge Dredd episodes that there have been up to now.

My eventual impression of the game was that it suffered on one side from having a nodding deference to Judge Dredd which restricted the gameplay slightly. But failed on another side through not being accurate enough to the character. Different types of criminal needing different types of bullet would have been better, and very simple. The whole game seems to have a rushed, unfinished, and apathetic air to it resulting in Judge Dredd fans and ordinary games players both being disappointed alike.

If Melbourne House ever prodce a sequel (incredibly unlikely) perhaps they could get the programmers to read at least one episode of the comic strip, because they don't seem to have so far.

Sorry Melbourne House, this game could have been good but the fine detail that makes a game like this into a classic is just not there. And, with the character Judge Dredd, it's the fine detail that made him one of the most popular heroes of today.

SCORELINE

Graphics	2
Sound	3
Addictiveness	1
Friendliness	3
OVERALL	**45%**

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XMAS EVE

by Mark Palmer

For the festive season here is a festive game for the Spectrum. Many people will remember the traditional 'bomber' type game. Well, this is along similar lines.

You play Santa flying above a small town with his sleigh. In each screen you have to deliver a set number of presents to the town, but only presents that are delivered to houses with their lights out count — it wouldn't do to let Santa be seen now, would it? Space bar drops the present, and make sure that the present drops down the chimney.

The game is written with machine code and uses the printer buffer for certain effects, so some printer interfaces need to be disconnected. Good luck with your deliveries and a Happy Christmas from all at Computer Gamer.

```
  10 REM  * LISTING 1 *
  20 CLEAR 53000: BEEP .1,1: BEEP .1,2:
BEEP .1,3: BEEP .1,4: BEEP .1,5: PAPER 0
: BORDER 0: CLS : INK 7: PRINT AT 9,6;"X
MAS EVE IS LOADING"; INVERSE 1;AT 12,10;
"PLEASE WAIT": INK 0: LOAD ""CODE : LOAD
 ""CODE : LOAD ""


  10 REM  * LISTING 2 *
  20 CLEAR 53000: BORDER 0: PAPER 0: INK
7: CLS
  30 PRINT ; INVERSE 1;"PLEASE WAIT"
  40 LET T=0: RESTORE 400: FOR N=60000 T
O 60164: READ A: LET T=T+A: POKE N,A: NE
XT N: IF T<>15797 THEN  BEEP .5,-20: PRI
NT : PRINT ; FLASH 1;"ERROR IN M/C DATA"
: STOP
  50 RESTORE 500: FOR N=USR "A" TO USR "
S"+7: READ A: POKE N,A: NEXT N
  60 LET A$=CHR$ 144+CHR$ 145+CHR$ 146:
LET B$=CHR$ 149+CHR$ 150+CHR$ 151: LET C
$=CHR$ 160+CHR$ 160+CHR$ 160: LET D$=C$+
CHR$ 160: LET E$=CHR$ 152+CHR$ 153+CHR$
154+CHR$ 155: LET F$=CHR$ 156
  70 CLS : INK 6: FOR N=1 TO 40: PLOT IN
T (RND*255),INT (RND*125)+48: NEXT N: IN
K 7: PRINT AT 2,27;CHR$ 161;AT 3,27;CHR$
 162
  80 PRINT AT 17,5;E$;AT 17,14;E$;AT 17,
19;E$;AT 18,1;A$;AT 18,10;A$;AT 18,24;A$
;AT 18,28;A$
  90 PRINT AT 20,0;F$;AT 20,4;F$;AT 20,9
;F$;AT 20,13;F$;AT 20,18;F$;AT 20,23;F$;
AT 20,27;F$;AT 20,31;F$
 100 PRINT AT 18,0;CHR$ 147;AT 18,4;CHR$
 148;AT 17,4;CHR$ 147;AT 17,9;CHR$ 148;A
T 18,9;CHR$ 147;AT 18,13;CHR$ 148;AT 17,
13;CHR$ 147;AT 17,18;CHR$ 148;AT 17,18;
OVER 1;CHR$ 147;AT 17,23;CHR$ 148;AT 18,
23;CHR$ 147;AT 18,27;CHR$ 148;AT 18,27;
OVER 1;CHR$ 147;A 18,31;CHR$ 148
 110 INK 2: PRINT AT 18,5;B$;CHR$ 143;AT
 18,14;B$;CHR$ 143;AT 18,19;B$;CHR$ 143;
AT 19,1;B$;CHR$ 128;B$;CHR$ 143;CHR$ 128
;B$;CHR$ 128;B$;CHR$ 143;CHR$ 128;B$;CHR
$ 143;CHR$ 128;B$;CHR$ 128;B$
 120 PRINT AT 20,1;C$;AT 20,5;D$;AT 20,1
0;C$;AT 20,14;D$;AT 20,19;D$;AT 20,24;C$
;AT 20,28;C$
 150 RESTORE 600: FOR N=USR "A" TO USR "
L"+7: READ A: POKE N,A: NEXT N
 160 INK 5: PRINT AT 21,4;CHR$ 146+CHR$
150+CHR$ 151+CHR$ 152;AT 21,13;CHR$ 144+
CHR$ 145+CHR$ 146+CHR$ 147+CHR$ 148+CHR$
 149;AT 21,24;CHR$ 153+CHR$ 154+CHR$ 155
 170 RESTORE 700: FOR N=USR "A" TO USR "
Q"+7: READ A: POKE N,A: NEXT N: FOR N=65
504 TO 65535: POKE N,0: NEXT N
 180 INK 4: PRINT AT 21,2;CHR$ 144+CHR$
145;AT 21,8;CHR$ 145+CHR$ 146;AT 21,12;C
HR$ 144;AT 21,19;CHR$ 146;AT 21,22;CHR$
144+CHR$ 145;AT 21,27;CHR$ 145+CHR$ 146
 190 LET A$=CHR$ 150+CHR$ 149+CHR$ 149+C
HR$ 149+CHR$ 149+CHR$ 149+CHR$ 149+CHR$
148: PRINT #1; INK 4;AT 0,2;CHR$ 151;"
    ";CHR$ 147;"  ";CHR$ 151;"      ";CH
R$ 147;"  ";CHR$ 151;"      ";CHR$ 147;"
    ";A$;"  ";A$;"  ";A$( TO 6);CHR$ 148
 200 RANDOMIZE USR 60153: BEEP .2,20
 210 CLS : INK 7: PRINT ; INVERSE 1;"SAV
E M/C after BASIC loader."
 220 SAVE "XMAS EVE 2"CODE 53088,7065: P
OKE 23736,181: SAVE "XMAS EVE 3"CODE 653
68,168
 230 PRINT ; INVERSE 1;'"VERIFYing"
 240 VERIFY "XMAS EVE 2"CODE 53088: VERI
FY "XMAS EVE 3"CODE 65368
 250 PRINT ; INVERSE 1;'"OK": STOP
```

```
 400 DATA 33,63,5,229,33,128,127,203,127
,40,3,33,152,12,8,19,221,43,243,62,1,71,
16,254,211,254,238,15,6,10,45,32,245,5,3
7,242,118,234,201
 410 DATA 17,0,64,33,96,207,1,0,27,237,1
76,201
 420 DATA 17,254,8,123,7,7,7,95,33,0,64,
1,24,0,126,163,119,35,16,250,13,32,247,2
1,32,233,58,141,92,119,84,93,19,1,192,2,
237,176,58,72,92,119,14,63,237,176,201
 430 DATA 62,0,1,9,1,17,15,6,33,223,87,2
45,213,17,32,0,4,25,16,253,65,4,35,16,25
3,209,66,5,197,6,0,75,213,229,17,32,0,25
,209,229,237,176,225,209,193,120,16,236,
241,67,119,35,16,252,201
 440 DATA 17,96,207,33,0,64,1,0,27,237,1
76,201
 500 DATA 14,14,15,15,31,127,255,0
 505 DATA 24,126,255,255,255,255,255,0
 510 DATA 0,0,128,224,248,254,255,0
 515 DATA 0,0,0,0,0,0,1,0
 520 DATA 0,0,0,0,0,0,128,0
 525 DATA 255,255,248,248,248,248,248,24
8
 530 DATA 255,255,0,0,0,0,0,0
 535 DATA 255,255,31,31,31,31,31,31
 540 DATA 14,14,14,15,15,63,255,0
 545 DATA 1,15,63,255,255,255,255,0
 550 DATA 128,240,252,255,255,255,255,0
 555 DATA 0,0,0,128,224,252,255,0
 560 DATA 0,0,255,0,0,0,0,0
 565 DATA 56,24,95,222,255,224,255,255
 570 DATA 0,0,0,14,2,1,131,254
 575 DATA 1,1,2,3,127,63,99,37
 580 DATA 255,255,255,0,0,0,0,0
 585 DATA 96,48,56,28,28,30,14,15
 590 DATA 15,14,30,28,28,56,48,96
 600 DATA 0,0,243,146,227,130,130,0
 605 DATA 0,0,207,72,142,72,79,0
 610 DATA 0,0,60,32,60,4,60,0
 615 DATA 0,0,243,130,226,130,242,0
 620 DATA 0,0,207,66,66,66,66,0
 625 DATA 0,0,158,16,30,2,30,0
 630 DATA 0,0,243,130,130,130,243,0
 635 DATA 0,0,207,73,78,73,201,0
 640 DATA 0,0,60,32,56,32,60,0
 645 DATA 0,0,249,32,32,32,33,0
 650 DATA 0,0,207,138,138,138,202,0
 655 DATA 0,0,158,144,156,144,158,0
 700 DATA 0,0,0,0,7,15,14,12
 705 DATA 0,0,0,0,255,255,0,0
 710 DATA 0,0,0,0,224,240,112,48
 715 DATA 48,48,48,48,48,48,48,48
 720 DATA 48,112,240,224,0,0,0,0
 725 DATA 0,0,255,255,0,0,0,0
 730 DATA 12,14,15,7,0,0,0,0
 735 DATA 12,12,12,12,12,12,12,12
 740 DATA 255,255,248,248,248,248,248,24
8
 745 DATA 255,255,0,0,0,0,0,0
 750 DATA 255,255,31,31,31,31,31,31
 755 DATA 56,24,95,222,255,252,255,255
 760 DATA 0,0,0,14,2,1,195,254
 765 DATA 1,1,2,3,127,63,99,37
 770 DATA 128,0,192,128,0,0,0,0
 775 DATA 0,0,0,14,14,14,0,0
 780 DATA 8,12,254,255,254,12,8,0
```

```
   5 REM  * LISTING 3 *
  10 REM   * XMAS EVE *
    C REEKIE
  20 BORDER 0: PAPER 0: INK 7: FLASH 0:
BRIGHT 0: OVER 0: CLS
  30 LET C=0: LET D=9: LET C$=" * XMAS E
VE * ": INVERSE 1: GO SUB 70
  40 LET C=2: LET D=0: LET C$="As Santa
Claus moves across the screen on his sle
igh you must   deliver all the presents
in the time limit, down the chimneys oft
he houses below, to proceed to the next
level.": INVERSE 0: GO SUB 70
  45 LET C=8: LET D=0: LET C$="The 'SPAC
E' key is used to drop a present.": GO S
UB 70
  50 LET C=10: LET D=0: LET C$="You can
only score by dropping  the present down
 a chimney when the light in the bedroom
 of thathouse is out. A scoring drop is
indicated by a higher beep than a failed
 drop that missed a     chimney or was d
elivered when   the light was on.": GO S
UB 70
  55 INK 7: PRINT AT 20,4;"* PRESS ENTER
 TO START *": PLOT 32,17: DRAW 192,0: PL
OT 32,6: DRAW 192,0
  60 IF INKEY$=CHR$ 13 THEN  GO SUB 2080
: GO TO 80
  65 GO TO 60
  70 PRINT AT C,D;: FOR N=1 TO LEN C$: P
RINT C$(N);: BEEP .01,10: NEXT N: RETURN

  80 POKE 23658,8: LET SC=0: DIM M$(5,10
): DIM S(5): FOR F=1 TO 5: LET M$(F)=" X
MAS EVE": LET S(F)=6000-(1000*F): NEXT F
: CLS : GO TO 1790
  85 GO SUB 1500
  90 GO SUB 1520: CLS : INK 7: FOR N=72
TO 79: POKE 23681,N: LPRINT "          L
 E V E L    ";L: NEXT N: FOR N=1 TO 2: BE
EP .25,11: BEEP .25,11: BEEP .5,11: NEXT
 N: BEEP .25,11: BEEP .25,14: BEEP .375,
7: BEEP .125,9: BEEP 1,11
  95 RANDOMIZE USR 60039: PRINT #1; INK
7;AT 0,4;SC;AT 0,15;P;AT 0,24;T: PAUSE 2
5
 100 GO SUB 350
 110 IF INKEY$=CHR$ 32 THEN  GO SUB 750
 120 LET N=INT (RND*(2*(9-L)))+1: IF N=1
 THEN  GO SUB 500
 130 GO SUB 250
 200 GO TO 100
 250 REM * Time *
 260 INK 7: LET T=T-1: IF T<=0 THEN  PRI
NT #1;AT 0,24;"0": GO TO 1750
 270 IF T<100 THEN  LET H$=" "
 280 PRINT #1;AT 0,24;T;H$
 300 RETURN
 350 REM * Move santa & sleigh *
 360 LET X=X+1: IF X=29 THEN  LET X=0: P
RINT AT Y,28;"     "
 370 PRINT AT Y,X-1;" ";AT Y,X; INK 7;A$
 380 REM * Stars *
 390 LET SX=INT (RND*32): LET SY=INT (RN
D*6)
```

```
400 IF SX=27 AND SY=2 OR SX=27 AND SY=3
THEN  RETURN
410 PRINT AT SY,SX; OVER 1; PAPER 0; IN
K INT (RND*2)+6;" "
420 RETURN
500 REM * Lights on & off *
510 LET C=INT (RND*7)+1
520 INK 2
530 IF C=1 THEN  IF H1=0 THEN  LET H1=1
: PRINT AT 19,X1; PAPER 6;B$: GO TO 670
540 IF C=1 THEN  IF H1=1 THEN  LET H1=0
: PRINT AT 19,X1; PAPER 0;B$: GO TO 670
550 IF C=2 THEN  IF H2=0 THEN  LET H2=1
: PRINT AT 18,X2; PAPER 6;B$: GO TO 670
560 IF C=2 THEN  IF H2=1 THEN  LET H2=0
: PRINT AT 18,X2; PAPER 0;B$: GO TO 670
570 IF C=3 THEN  IF H3=0 THEN  LET H3=1
: PRINT AT 19,X3; PAPER 6;B$: GO TO 670
580 IF C=3 THEN  IF H3=1 THEN  LET H3=0
: PRINT AT 19,X3; PAPER 0;B$: GO TO 670
590 IF C=4 THEN  IF H4=0 THEN  LET H4=1
: PRINT AT 18,X4; PAPER 6;B$: GO TO 670
600 IF C=4 THEN  IF H4=1 THEN  LET H4=0
: PRINT AT 18,X4; PAPER 0;B$: GO TO 670
610 IF C=5 THEN  IF H5=0 THEN  LET H5=1
: PRINT AT 18,X5; PAPER 6;B$: GO TO 670
620 IF C=5 THEN  IF H5=1 THEN  LET H5=0
: PRINT AT 18,X5; PAPER 0;B$: GO TO 670
630 IF C=6 THEN  IF H6=0 THEN  LET H6=1
: PRINT AT 19,X6; PAPER 6;B$: GO TO 670
640 IF C=6 THEN  IF H6=1 THEN  LET H6=0
: PRINT AT 19,X6; PAPER 0;B$: GO TO 670
650 IF C=7 THEN  IF H7=0 THEN  LET H7=1
: PRINT AT 19,X7; PAPER 6;B$: GO TO 670
660 IF C=7 THEN  IF H7=1 THEN  LET H7=0
: PRINT AT 19,X7; PAPER 0;B$
670 RETURN
750 REM * Present dropped *
760 LET PX=X
770 FOR N=7 TO 16 STEP 1
780 PRINT AT N,PX; INK 3;CHR$ 159
785 LET M=INT (RND*(2*(9-L)))+1: IF M=1
THEN  GO SUB 500
790 GO SUB 350: GO SUB 250: PRINT AT N,
PX;" "
800 IF N=16 THEN  IF PX=1 THEN  IF H1=0
THEN  LET P=P-1: LET SC=SC+10: BEEP .2,
10: GO TO 900
810 IF N=16 THEN  IF PX=5 THEN  IF H2=0
THEN  LET P=P-1: LET SC=SC+10: BEEP .2,
10: GO TO 900
820 IF N=16 THEN  IF PX=10 THEN  IF H3=
0 THEN  LET P=P-1: LET SC=SC+10: BEEP .2
,10: GO TO 900
830 IF N=16 THEN  IF PX=14 THEN  IF H4=
0 THEN  LET P=P-1: LET SC=SC+10: BEEP .2
,10: GO TO 900
840 IF N=16 THEN  IF PX=19 THEN  IF H5=
0 THEN  LET P=P-1: LET SC=SC+10: BEEP .2
,10: GO TO 900
850 IF N=16 THEN  IF PX=24 THEN  IF H6=
0 THEN  LET P=P-1: LET SC=SC+10: BEEP .2
,10: GO TO 900
860 IF N=16 THEN  IF PX=28 THEN  IF H7=
0 THEN  LET P=P-1: LET SC=SC+10: BEEP .2
,10: GO TO 900
870 NEXT N
880 BEEP .2,-15
900 PRINT #1;AT 0,15; INK 7;P;" ";AT 0,
4;SC
910 IF P=0 THEN  GO TO 1000
920 RETURN
1000 REM * Next level *
1010 FOR N=1 TO 100: NEXT N: LET SC=SC+(
500*L): PRINT #1;AT 0,4; INK 7;SC: FOR N
=1 TO 100: NEXT N: RANDOMIZE USR 60051
1020 LET L=L+1
1040 GO TO 90
1500 REM * Variables *
1510 LET SC=0: LET TM=50: LET L=1: LET A
$="    ": LET B$="    "
1520 LET Y=6: LET X=0: LET P=15: LET T=5
50-(TM*L): LET H$=""
1530 LET X1=1: LET X2=5: LET X3=10: LET
X4=14: LET X5=19: LET X6=24: LET X7=28
1540 LET H1=0: LET H2=0: LET H3=0: LET H
4=0: LET H5=0: LET H6=0: LET H7=0
1550 RETURN
1750 REM * Game over *
1760 FOR N=1 TO 300: NEXT N: RANDOMIZE U
SR 60051
1765 INK 7: FOR N=72 TO 79: POKE 23681,N
: LPRINT "       G A M E   O V E R": NEX
T N: PRINT AT 7,7;"________________";AT
 16,7;"________________": POKE 60020,7:
 RANDOMIZE USR 60000
1770 BEEP .25,2: BEEP .4,11: BEEP .2,11:
 BEEP .2,12: BEEP .2,11: BEEP .2,9: BEEP
 .4,7: BEEP .4,4: BEEP .2,2: BEEP .2,2:
BEEP .4,4: BEEP .4,9: BEEP .4,6: BEEP .8
,7
1780 RANDOMIZE USR 60000: CLS
1790 INK 7: FOR N=64 TO 71: POKE 23681,N
: LPRINT "         X M A S   E V E": NEX
T N: PRINT AT 1,24;CHR$ 127
1800 INK 5: PRINT AT 9,4;"
          ";AT 1
6,4;"                              ": FOR N=10
 TO 15: PRINT AT
 N,4;" ";AT N,27;" ": NEXT N: INK 2: PRI
NT AT 10,10;"SCORE  NAME"

1810 FOR N=1 TO 5: INK (8-N): PRINT AT 1
0+N,5;"No";N;": ";S(N);AT 10+N,17;M$(N):
 NEXT N
1820 IF SC<S(5) THEN  GO TO 2000
1830 PRINT AT 18,7; INK 2;"NAME REGISTRA
TION";AT 20,8; INK 7;CHR$ 160;AT 19,9; I
NK 5;"                ";AT 20,9;" ";AT 20,
22;" ";AT 21,9;"
          "
1840 LET N$=""
1850 PRINT AT 20,10; INK 7;N$;"_": IF IN
KEY$="" THEN  GO TO 1850
1870 IF INKEY$=CHR$ 13 THEN  PRINT AT 20
,10+LEN N$;" ": BEEP .01,20: GO TO 1940
1880 IF INKEY$=CHR$ 12 AND LEN N$<>0 THE
N  BEEP .005,10: LET N$=N$( TO LEN N$-1)
: PRINT AT 20,10+LEN N$+1;" ": GO TO 185
0
1890 IF INKEY$=CHR$ 12 AND LEN N$=0 THEN
  GO TO 1850
1895 IF INKEY$<CHR$ 65 OR INKEY$>CHR$ 90
 OR INKEY$=CHR$ 32 THEN  GO TO 1850
1900 BEEP .01,25: LET N$=N$+INKEY$: IF L
EN N$>10 THEN  BEEP .5,-20: PRINT AT 20,
10;"          ": GO TO 1840
1910 IF INKEY$="" THEN  GO TO 1910
1920 GO TO 1850
1940 IF SC>S(1) THEN  LET S(5)=S(4): LET
 S(4)=S(3): LET S(3)=S(2): LET S(2)=S(1)
: LET S(1)=SC: LET M$(5)=M$(4): LET M$(4
)=M$(3): LET M$(3)=M$(2): LET M$(2)=M$(1
): LET M$(1)=N$: GO TO 1990
```

```
1950 IF SC>S(2) THEN  LET S(5)=S(4): LET
 S(4)=S(3): LET S(3)=S(2): LET S(2)=SC:
LET M$(5)=M$(4): LET M$(4)=M$(3): LET M$
(3)=M$(2): LET M$(2)=N$: GO TO 1990
1960 IF SC>S(3) THEN  LET S(5)=S(4): LET
 S(4)=S(3): LET S(3)=SC: LET M$(5)=M$(4)
: LET M$(4)=M$(3): LET M$(3)=N$: GO TO 1
990
1970 IF SC>S(4) THEN  LET S(5)=S(4): LET
 S(4)=SC: LET M$(5)=M$(4): LET M$(4)=N$:
 GO TO 1990
1980 LET S(5)=SC: LET M$(5)=N$
1990 FOR N=1 TO 5: INK (8-N): PRINT AT 1
0+N,5;"No";N;": ";S(N);AT 10+N,17;M$(N):
 NEXT N
2000 PRINT AT 18,7;"

            "
2010 INK 7: PRINT AT 19,4;"* PRESS ENTER
 TO START *": PLOT 32,25: DRAW 192,0: PL
OT 32,14: DRAW 192,0
2020 LET A=0
2030 LET A=A+1: IF A=8 THEN  LET A=1
2040 POKE 60099,A: RANDOMIZE USR 60098
2050 IF INKEY$=CHR$ 13 THEN  GO TO 2070
2060 PAUSE 3: GO TO 2030
2070 RANDOMIZE USR 60000
2075 GO TO 85
2080 BEEP .2,7: BEEP .3,9: BEEP .2,7: BE
EP .4,4: BEEP .4,12: BEEP .4,9: BEEP 1.2
,7: BEEP .2,7: BEEP .2,9: BEEP .2,7: BEE
P .2,9: BEEP .4,7: BEEP .4,12: BEEP 1.6,
11
2090 BEEP .2,5: BEEP .3,7: BEEP .2,5: BE
EP .4,2: BEEP .4,11: BEEP .4,9: BEEP 1.2
,7: BEEP .2,7: BEEP .2,9: BEEP .2,7: BEE
P .2,9: BEEP .4,7: BEEP .4,14: BEEP 1.6,
12
3000 RETURN
```

XMAS EVE

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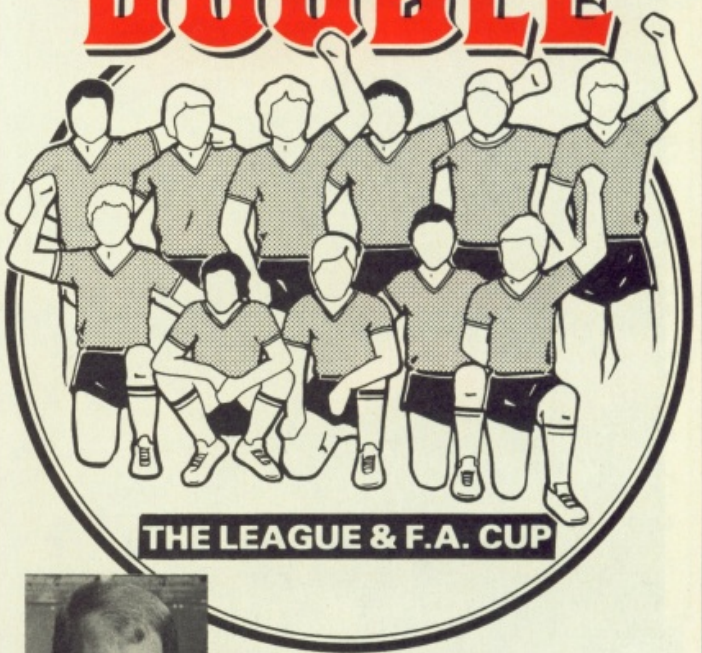
THE DOUBLE



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Nosferatu

Werner Herzog's 'Nosferatu — the Vampyre' is well known as one of the more atmospheric vampire films. It is also the subject of a game from Piranha, where you have to save your soul from the vampire's bloodlust!

The game is in three parts, and is based around the 3D isometric system that has proved so popular in the past. In the game you play Jonathan Harker, an estate agent who is assisting the Count to buy a house in England. Soon enough, you discover the awful truth and then the 'fun' starts...

Computer Gamer and Piranha give you the opportunity to win a copy of the video and a copy of the game, all you have to do is to find one word. In Dracula's castle, there is a leather bound book that sheds some light on the nature of the vampire. Most people know that Transylvania is the place where the vampire physically lives, but where is his metaphoric domain? In the following passage one word is missing, all you have to do is to fill it in.

"Nosferatu, Woe unto him who learns his name, for even the quick of life will pale into shadows. _____ is the vampyre's country. From the seeds of Belils is he born, who feeds on blood and lives in tombs. He brings his train of coffins heaped with the soil of graveyards. He crosses the earth and leaves them, one by one. The Black Death reaps his harvest."

Simple isn't it? So to win a cipy of the video (VHS only) and a copy of the game, with 20 runners-up prizes of the game (Spectrum, Amstrad, or Commodore 64), all you have to do is to fill in the form, pop it in an envelope — writing your answer on the back for easy judging — and send it to us at: **Nosferatu Competition, Computer Gamer, 1 Golden Square, London W1R 3AB.**

RULES

1 The competition is open to all UK readers of Computer Gamer except employees of Argus Press Group, their printers, distributors, or employees of Piranha.
2 All entries must be on the correct form — photocopies are not allowed. Multiple entries are allowed, but must be on the appropriate form.
3 Prizes will be awarded to the first 21 entries judged to be correct by the editor.
4 The editor's decision is final.
5 The entry instructions form part of the rules.
6 All entries become the property of Computer Gamer.
7 All entries must reach us by 31 January 1987.
8 The rules form the condition of entry.

COMPETITION

Computer Gamer January

Name: .....

Address: .....

.....

..... **Postcode:** .....

Age: ..... **Tel:** ..... **Computer:** .....

Answer: .....

Avenger Map

Gremlin's latest game is featured this month, and looks like being a smash hit. However, it's a bit daunting to start with, so here's a map of the first level that was created whilst the reviewer was playing the game.

Firstly, go and read my reveiw of Avenger, this will save a lot of time and give you an idea of what the game is about. The next thing that you have to do is to study the map carefully. This will lead you through the first 30% or so of the game.

The game is based around collecting objects in sequence, the sequence is dictated by Kwon and is always the same. The objects, extra ammo, keys, and monsters are also always in the same place. This makes going through the maze rather easy because every time you play you can count on encountering the same nasties each time.

The first thing to do is to collect as many keys as you can. The first bunch of keys is located on the lower left of the grass area, you always start from the right so just nip across and get them. Next you must go for the second bunch which are in the top keep. When you have recovered these, it is time to assault the main castle. There are two doors with some treasure between them, so as you don't need to expend any keys getting this, grab it, it's a freebee.

The next bunch of accessible keys is on the right, through one door, across a room, through an open door, and there they are. However, in the first room there is a spider. Spiders usually (like this one does) live on a well. If you walk over, or even too near, a well you will drop some or all or your keys down it. So avoid these at all costs! Even if you loose one key, the game is un-finishable.

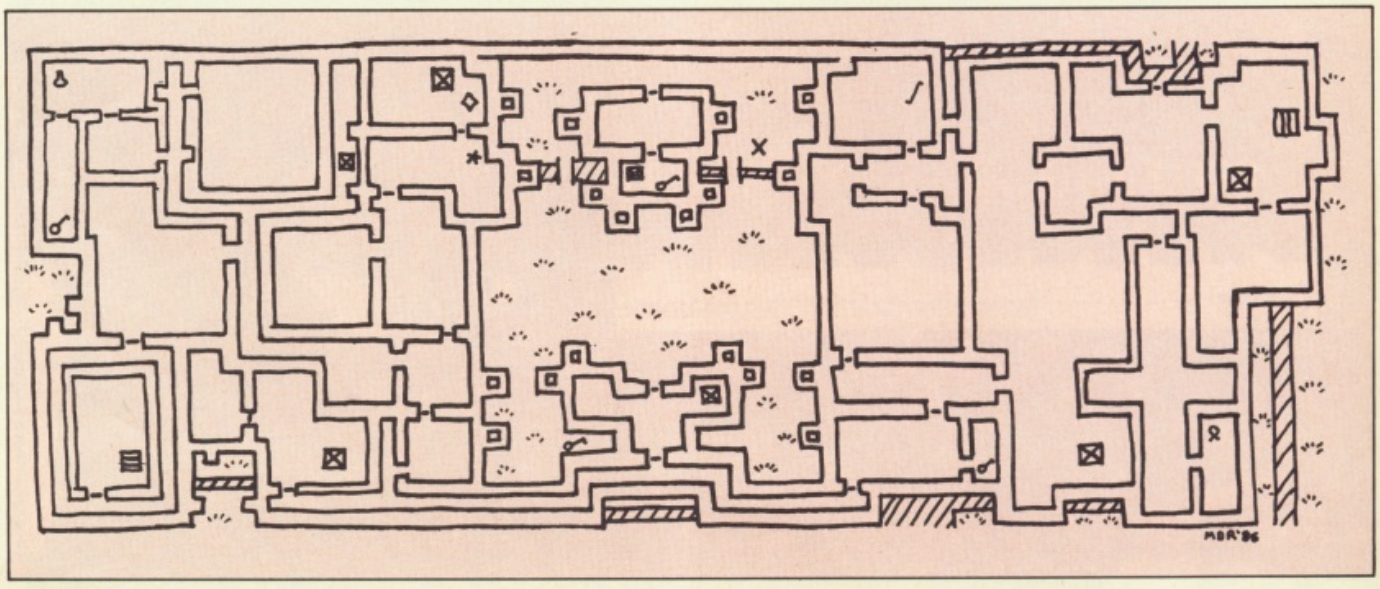
Your next target is an actual object. This is the potion bottle. It is stored at the top left of the map, watch yourself when you are getting there as it is fairly heavily guarded. When it is picked up you should go for the keys in the next room as well. These are the last of the keys on this level.

The next object is the talisman, which is conveniently located near to the bottle, and is also next to a treasure chest which you can take. Next to the door to the room where the talisman is, you will find some more shooting stars. Whether you pick these up or not is up to you. I prefer to leave them there as they may become significant later.

After this you should go for the crowbar which is located in the left hand side of the second half of the castle. This allows you to open the grating down to the next level. This is at the far, top right of the castle and is next to some nice treasure which you can pinch.

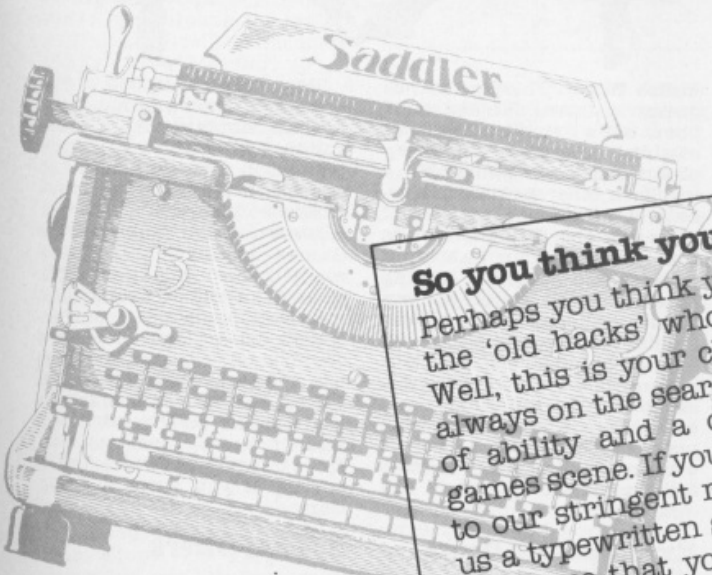
To open the grate you just stand on top of it after you have got all of the aforementioned object and you will fall through. You should have one key remaining with you at this point, which you will need to use in the next level down. Though what's down there I will leave to you.

I have also visited the next level up — it's good to get away from it all occasionally. The trap door to this level is on the bottom left and you need two keys to get to it. The only other thing of interest on this level is the magic serpent, but I haven't got far enough in the game to find what this is for yet. Happy adventuring and may the great god Kwon watch over you.



Computer Gamer

Situations Vacant



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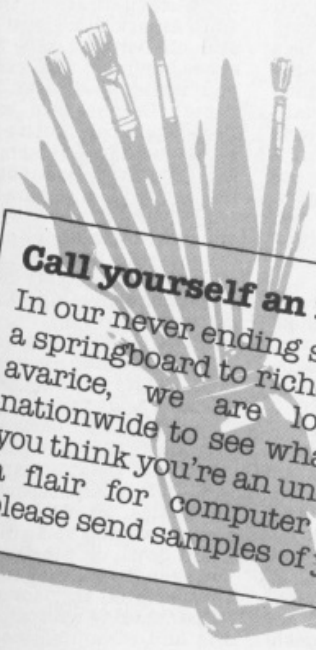
Your article should be of sufficient length to give your talent a chance to shine through and don't forget to tell us which computer you own, a daytime telephone number and your address.



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PBM UPDATE

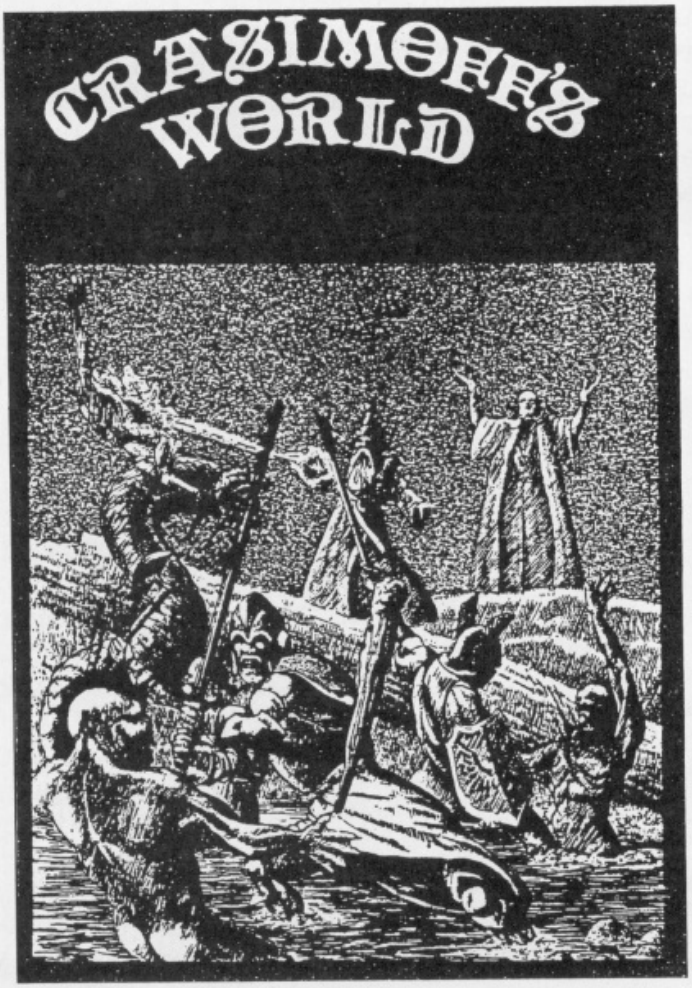
The Annual PBM convention rings in the New Year and raises the level of interest. Mike McGarry adds fuel to the fire.

First up this month is the launch of Game 4 of **It's a Crime.** My guess is that this will be the toughest one so far as it is being offered only to established players in the first three games. Having made the mistakes the first time round they should make it very hot for each other now. It will be interesting to see which players rise to the top. For anyone else who is interested in controlling a gang of thugs in futuristic New York, Game 5 will be launched at the PBM convention.

Mitregames have been quiet for a while but the boys from Balham have upstaged everybody by offering a prize of £1,000 to the best player of their nuclear wargame **Global Supremacy.** More details will be forthcoming if you send them a stamped addressed envelope. Also back from the grave comes **Starmaster,** revamped, computer assisted and reduced in price. This will be good news for all those who enjoy sci-fi games but object to paying up to £20 a round.

Two new games that are currently under wraps but which will be ready for the convention are Sloth's POW escape simulation tentatively entitled **Stalag 1** and a major new offering from the Starglobe Company, Time Patterns, called **Elementals.** This is their first fantasy game and I will be looking forward to playing it.

Quidnunc is a new name to me but they have apparently been established for about seven years. They run a postal game of Dragonquest called **Lands Of Bulbis Tartar.** This looks to be pretty standard fantasy stuff but at 80p a round (or less if you establish large credits) it is very cheap and looks well worth a try. Their other venture is Eggocentral which is a register of games in the UK. The idea is that you send your name and address and details of gaming interests and in return you receive a list of players with similar interests in your area. It looks to be aimed mainly at role players but everything else is covered including PBM, computers, board games and even snooker. The service is free and a stamped addressed envelope to Quidnunc will get you full details.



Explorers Of Orion

The tribal game is a form of PBM that was very popular a few years ago and there are plenty of good games about. They tend to be fantasy-based and in this field have been overwhelmed by the single character games which are popping up almost every week. In a tribal game you control a group of characters. This would not necessarily be a tribe: it could be a small party or an entire nation or something similar but the important difference is that your group is just a number of stats on a round sheet. You will not get the same personal attachment as in a single character game but facets such as tactics and attention to detail become very important.

Explorers of Orion is pretty standard stuff but has the advantages of being very well designed in terms of background information and is relatively cheap. You control a group, who can be a number of races; dwarves, elves, humans, etc, and their destiny is in your hands. You must keep them fed, clothed and sheltered and decide what they are going to do. Inevitably there will be warfare, for even if you decide to be peaceful someone is sure to attack you. Trading is very important and there are quests and crusades to embark upon.

My main criticisms of Explorers of Orion are that it is a little too similar to other games and that when starting you are planted in a random area and seem to have appeared out of nowhere: so you have no history. However on the plus side, the Games Masters are always ready to answer questions, there is plenty of background information, including some excellent tokens and at £1.25 a round it is quite good value. It has no extra charges, unlike Tribes of Crane for example, and the start-up pack costs £5.00 and includes three rounds. More information will be forthcoming if you write to Orion Games.

Special Offers

Jim Gibson is one of the most experienced players in PBM today and was nominated as player of the year by several companies in 1986; so when he launches a game you expect it to be a good one. The Weapon is a science fiction game of great complexity that he imported from America. It is fast moving and challenging and involves space conquest and warfare. If you write to Jim at Harrow Postal Games and mention Gamer you can receive a start-up package for £4 (normally £5) and the next five rounds will be half price, £1. If you are interested but do not want to risk £4, you can obtain a copy of the excellent rule book for only £1 which is deductable from the cost of the start-up package if you decide to play.

Sloth's new American Football simulation, Gameplan, is now up and running. For anyone who finds themself glued to Channel 4 at 6 o'clock on Sunday evenings, this game is a must. You coach a team in the NFL and you are responsible for all tactics. There is a match every week and you will receive a run down on the opposition. You then decide the game plan. These are all the facets of the NFL including wild cards, playoffs and of course the Superbowl. The start-up package is

free to all Gamer readers and includes the first two pre-season games. After that the regular season starts and it is £1.50 a game.

Hints and Tips

This is a new feature in PBM update. Each month I will be giving some ideas on how to suceed at various games. I cannot play every game so I will leave it to readers to provide the information. Every player who has a hint published will win a free start-up in a PBM game. Just send me the hints and let me know what type of game you would like to join.

For this month's tips I have asked some experienced players to divulge some of their secrets:

Saturnalia — Unicorn's horn can be very valuable but the live animal may yield much information (Keith Moseley).

It's a Crime — Always put a defend order on any gang that offers you an alliance; they are bound to attack you within three rounds (John Sedgwick).

Arcadia — An army with no fighters still exists in game terms and can be a very useful decoy (Jon Woodall).

LOTCS — As in real life, the easiest way to obtain money is to earn it; so never ignore the chance to earn some steady money (Simon Letts).

Crasimoffs World — Join the Sect of Fnor at the earliest opportunity; evil is always more remunerative in the early stages (Nigel Packer).

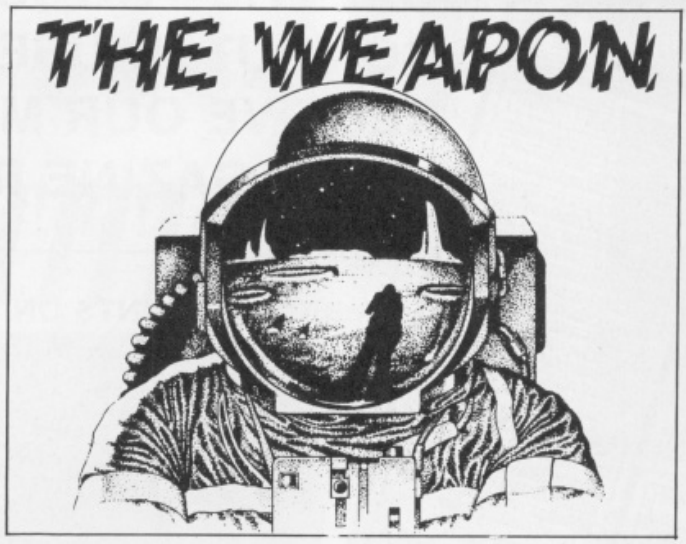
Letters

I am always interested to receive your letters, so keep them coming. If you have any criticisms of games or have any questions to ask I will approach the companies concerned and get a reply. In future issues there will be increasing coverage of the kind of things that are on your mind.

Many Gamer readers who took advantage of our special offer on It's A Crime have written and most seem to be enjoying the game. Robert Burgess of Glasgow is one whose gang is doing well but was a bit concerned about delays in returning round sheets. This is a perennial problem but not usually in computer moderated games. I asked Nigel Mitchell of KJC and he explained that they had an initial problem but rounds were now being processed in the stated periods and this is certainly my experience since they put the turn round up to ten days. I hope that this is your experience too, but let me know if not.

Richard Peace tells me that orcs stole all his money. I sympathise, Richard, but you must pick your friends more carefully!

A good point is made by Phil Shulkind from Finchley who says that making alliances is extremely important in PBM. I agree entirely with Phil. If you can make pacts with other players you are sure to gain more enjoyment from the games and more likely to achieve power at an early stage.



Round Up

My apologies to everyone who wrote in asking for the list of PBM games. There was such a good response that I have been able to persuade the PBM Convention organisers to provide a booklet with full details of all the games currently running in the UK. The booklet will be available at the convention and will be posted to all readers who sent for the Gamer list. If anyone else is interested in obtaining 'A Guide to PBM 87' just send a stamped addressed envelope to me at the Gamer office.

Next month I will be looking at some more of your letters, reporting on the special game of Kings of Steel for Gamer readers only and reviewing the fantasy wargame Arcadia from Jade Games.

PBM Convention

Arrangements for the 1987 Convention are now complete and 7th February looks like being an exciting day. The emphasis is very much on player participation and there will be prize competitions for role playing (advanced dungeons and dragons), wargames and computer games as well as demonstrations and discussion groups. All the PBM companies will be there and this will be the chance to ferret some information out of the Games Masters and find out about those games that you are thinking of joining.

The Computer Gamer stand will be manned by several stalwarts of the magazine so you can put some faces to the names at the top of the pages. And we intend to have a competition game running with prizes, so come and see us.

The convention is at the Porchester Hall in Queensway, London W2. Admission is £1.50 at the door but advance tickets are only £1.00 plus a stamped addressed envelope.

Names And Addresses

Second PBM Convention: 2 David Court, 200 Lansdowne Road, London N17 9XW.
Orion Games: 6 St. Austell Road, Manchester M16 8QW.
KJC: PO Box 11, Cleveleys, Blackpool, Lancs FY5 2UL.
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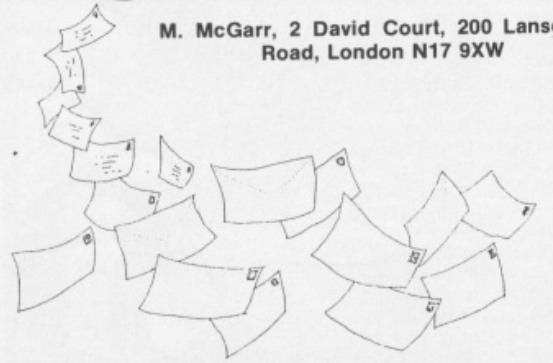

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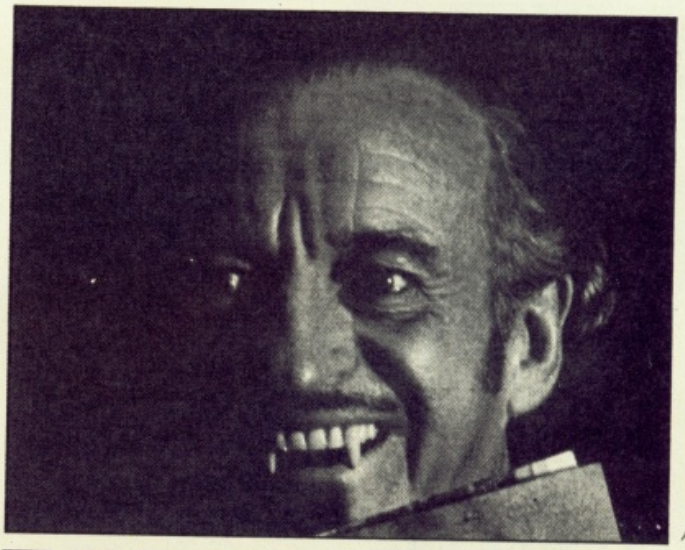
Vampire COMPETITION

Code Masters, the newest budget software company on the market, has released a vampire game that goes by the non-ambiguous name of 'Vampyre'.

In what is probably the easiest competition that we have ever run, all you need to do is think up the names of a few actors. If you are one of the first 20 entries pulled out of the editor's rather large hat then you will win a copy of the game.

In all the huge number of vampire films dating back to the early part of this century, an awful lot of people have played Dracula. All you have to do is to think of three of them, and send their names to us. We've even pictured a few of them to jog your memory. When you've decided on your three, fill in the form and post it to us at **Vampyre Competition, Computer Gamer, 1 Golden Square, London W1R 3AB.'**

And if you could write the three names on the back of the envelope, it would make sorting out the wheat from the chaff a bit easier.



RULES

1 The competition is open to all UK readers of Computer Gamer except employees of Argus Press Group, their printers, distributors, or employees of Codemasters.
2 All entries must be on the correct form — photocopies are not allowed. Multiple entries are allowed, but must be on the appropriate form.
3 Prizes will be awarded to the first 20 entries judged to be correct by the editor.
4 The editor's decision is final.
5 The entry instructions form part of the rules.
6 All entries become the property of Computer Gamer.
7 All entries must reach us by 31 January 1987.
8 The rules form the condition of entry.

Computer Gamer January

Name: .....

Address: .....

.....

..... **Postcode:** .....

Age: ..... **Tel:** ..... **Computer:** .....

Name 1: .....

Name 2: .....

Name 3: .....

TANK ZONE

by Norman Smith

Load the game and watch it print a map and combat units onto it. In turn, each unit will flash once indicating that it requires you to give it an order. Orders are as follows.

Controls

M to move. Pressing keys Q, W, E, A, D, Z, X, C will move the unit to the desired location until the unit has used up all its movement allowance or until the player presses S.

H to hold. The unit will then hold this position.

P for a new game (new units and new map).

R for a report. This will show the total combat strength of each side and compare the two figures to produce a ratio.

F to fire. Use this kind of fire when infantry fire against non-armoured targets or when any unit fires a high explosive type shell, i.e. tanks firing at infantry.

K to knockout. Use this kind of fire when tanks fire armour piercing rounds at other armour, i.e. one shot may destroy the target. Infantry firing bazooka/panzerfaust will also use this type of fire against armour.

When firing, the keys Q, W, E, A, D, Z, X, C will move the cursor to the target, press S to lock on.

Armour fires AP at armour and HE at all other targets. Mortars can only fire HE.

All infantry may use knock-out fire if they are adjacent to an enemy vehicle. The bottom of the screen S/M/R means strength/movement allowance/weapon range. Some terrain offers more protection than others, woods and buildings give an advantage of +2, whilst hill, marsh, ditch and bush only offer +1, open is zero.

Mortars can always fire at a target within its range. All other units must be able to see the target in order to fire at it. Bush, hill, building and woods block a units vision. When firing at a target (except a mortar) move the cursor towards the target but avoid blocking terrain. If the firer's weapon does not have the range to hit the target then the target is considered out of sight. The view to the target may look obstructed but each square represents 100 yards and can offer several chances to see the enemy, the rule that allows the firing cursor to be moved around blocking terrain allows for this.

Play continues until the player feels that one side or the other cannot lay claim to any victory.

Vehicles are considered hard or armoured targets, all other targets are soft targets. A rule of thumb is that hard targets can only be destroyed by knockout fire, and soft targets can only be knocked out by ordinary fire (small arms and high explosive).

It is assumed that the infantry that half tracks carry will from time to time expose themselves to fire, etc. Therefore half tracks can be hit by both knockout and ordinary fire.

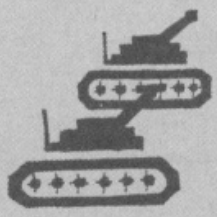
All vehicles must avoid buildings, if a vehicle enters a building area it must only use the move order.

Tips

Keep mortars to the rear as they don't need to see their targets to fire. Infantry should try and occupy buildings and use them as strong points. An infantry squad carrying an anti-tank weapon such as a bazooka or panzerfaust will be wasted unless they are in a position where they can use it. Half tracks are fast infantry, use them to quickly capture forward objectives, give them armour support. Machine guns are more powerful than squads and have a greater range, place them where their range can be used and a large area of ground covered, they are quite slow, so once placed keep them there.

```
20 MODE 0
21 LOCATE 4,8
22 PRINT "BATTLE ZONE"
23 LOCATE 4,12:PRINT "by N.SMITH 1986"
99 RANDOMIZE TIME
100 LET A=INT(RND*6)+1
101 LET B=INT(RND*6)+1
102 LET A=A+10
103 LET B=B+10
104 LET C=A+B
105 LET A$="AMERICAN":LET B$="GERMAN"
109 LET dance=1
110 DIM U(20,20):DIM M(20,20)
111 DIM D$(C):DIM E(C):DIM F(C):DIM G(C)
:DIM H(C)
112 DIM p$(32):DIM q(32):DIM r(32):DIM s
(32):DIM t(32)
115 FOR S=1 TO 32
116 READ p$(s), q(s), r(s), s(s), t(s)
117 NEXT s
118 FOR s=1 TO c
119 RANDOMIZE TIME
120 LET inf=INT(RND*100)+1
121 LET am=INT(RND*15)+1
122 LET ge=INT(RND*17)+1:LET ge=ge+15
123 LET act=am
124 IF s>a THEN LET act=ge
125 IF inf>50 THEN LET act=1
126 LET d$(s)=p$(act)
127 LET h(s)=q(act)
128 LET e(s)=r(act)
129 LET f(s)=s(act)
130 LET g(s)=t(act)
135 NEXT s
160 FOR S=1 TO C
162 RANDOMIZE TIME
164 LET SID=INT(RND*20)+1
166 LET TP=INT(RND*5)+1
167 IF U(TP,SID)>0 OR U(TP+15,SID)>0 THE
N GOTO 164
168 LET U(TP,SID)=S
169 IF S>A THEN LET U(TP,SID)=0:LET u(tp
+15,sid)=s
```

```
170 NEXT S
226 MODE 0
230 GOSUB 8100
235 GOSUB 9100
500 INK 0,12
505 FOR S=1 TO 20
510 FOR P=1 TO 20
515 LET X=M(S,P)
520 LET V=S:LET W=P
525 GOSUB 8000
530 NEXT P
535 NEXT S
600 FOR M=1 TO 20
605 FOR P=1 TO 20
610 LET Y=U(M,P)
615 LET V=M:LET W=P
620 IF U(M,P)>0 THEN GOSUB 8500
625 NEXT P
630 NEXT M
700 GOSUB 8800
999 LET S=1
1000 IF S>C THEN LET S=1
1005 IF E(S)<1 THEN GOTO 1999
1010 GOSUB 8700
1015 FOR M=1 TO 20
1020 FOR P=1 TO 20
1025 IF U(M,P)=S THEN GOTO 1040
1030 NEXT P
1035 NEXT M
1040 LET V=M:LET W=P
1045 LOCATE M,P
1050 PEN 14
1051 PRINT CHR$(238);
1055 FOR NOTICE = 1 TO 1200:NEXT NOTICE
1056 PEN 5
1057 LOCATE M,P
1058 PRINT CHR$(42);
1059 LET y=s
1070 GOSUB 8500
1100 LET ammo=0: GOSUB 8700: PEN 5
1110 LOCATE 1,22
1115 PRINT;D$(S)
1130 LOCATE 1,24
```



```
1135 PRINT"S";e(s);"  M";f(s);"  R";g(s)
;
1150 LOCATE 1,25
1160 GOTO 2000
1999 LET S=S+1:GOTO 1000
2000 z$=INKEY$
2001 LET LID=0
2002 RANDOMIZE TIME
2004 IF z$="r" THEN GOTO 6300
2005 IF z$="h"  THEN GOTO 1999
2006 IF z$="p" THEN RUN
2010 IF z$="f"  THEN LET KILL=0: GOTO 40
00
2011 IF z$="k" THEN LET KILL=1: GOTO 400
0
2020 IF z$="m"  THEN GOTO 5000
2025 GOTO 2000
3000 PEN 5
3004 LET seek=INT(RND*20)+1:LET seek=see
k+(prot*2)
3005 IF seek>e(s) THEN elim=0
3006 IF seek<e(s)+1 THEN elim=1
3015 IF ELIM=0 THEN LOCATE 1,23:PRINT "N
O EFFECT":GOSUB 6800: GOTO 3500
3030 LOCATE 1,23:PRINT "TARGET ELIMINATE
D"
3035 LET E(U(J,K))=0
3040 LET X=M(J,K):GOSUB 8000
3045 LET U(J,K)=0
3050 GOTO 3500
3500 FOR DUST=1 TO 1000:NEXT DUST:GOTO 1
999
4000 LET J=M:LET K=P
4005 LET DIST=G(S)
4052 LET t$=INKEY$
4055 IF t$="d" THEN LET J=J+1:GOTO 4100
4060 IF t$="e" THEN LET J=J+1:LET K=K-1:
GOTO 4100
4065 IF t$="w" THEN LET K=K-1:GOTO 4100
4070 IF t$="q" THEN LET K=K-1:LET J=J-1:
GOTO 4100
4075 IF t$="a" THEN LET J=J-1:GOTO 4100
4080 IF t$="z" THEN LET J=J-1:LET K=K+1:
GOTO 4100
4085 IF t$="x" THEN LET K=K+1:GOTO 4100
4090 IF t$="c" THEN LET J=J+1:LET K=K+1:
GOTO 4100
4095 IF t$="s"  THEN GOTO 4500
4096 GOTO 4052
4100 IF J<1 THEN LET J=1:GOTO 4052
4101 IF J>20 THEN LET J=20:GOTO 4052
4102 IF K<1 THEN LET K=1:GOTO 4052
4103 IF K>20 THEN LET K=20:GOTO 4052
4105 LET X=M(V,W):GOSUB 8000
4110 LET Y=U(V,W):GOSUB 6800
4111 LET V=J:LET W=K
4115 LOCATE J,K
4120 PEN 5
4125 PRINT CHR$(231);
4130 IF U(J,K)>0 THEN GOSUB 8700
4135 IF U(J,K)>0 THEN GOSUB 4300
4136 LET DIST=DIST-1:IF DIST<0 THEN GOSU
B 6050
4138 LET X=M(j,k):GOSUB 8000
4139 LET Y=U(V,W):GOSUB 6800:IF ammo =1
THEN LET v=m:LET w=p: GOTO 1100
4140 IF u(j,k)>0 THEN GOSUB 6800
4141 GOTO 4150
4150 GOTO 4052
4300 GOSUB 6800: PEN 5
4310 LOCATE 1,22
4315 PRINT:D$(U(J,K))
4320 LOCATE 1,24
4325 PRINT"STRENGTH....";E(U(J,K))
4330 RETURN
4500 IF U(J,K)<1 THEN GOTO 6000
4505 IF E(S)>0 THEN LET BATTLE=1
4510 IF E(S)>2 THEN LET BATTLE=2
4515 IF E(S)>5 THEN LET BATTLE=3
4520 IF E(S)>8 THEN LET BATTLE=4
4525 LET DICE=INT(RND*BATTLE)+1
4530 LET PROT=0
```

```
4535 IF M(J,K)=3 OR M(J,K)=4 OR M(J,K)=7
 OR M(J,K)=5  THEN LET PROT=1
4536 IF M(J,K)=1 OR M(J,K)=2  THEN LET P
ROT=0
4540 LET CAS=DICE-PROT
4541 IF DANCE=1 AND H(S)=1 OR H(S)=2 OR
H(S)=7 THEN GOSUB 9000
4542 IF DANCE =1  AND H(S)=4 OR H(S)=5 O
R H(S)=6 THEN GOSUB 9050
4545 GOSUB 8500
4547 GOSUB 8700
4548 IF KILL=1 THEN GOTO 3000
4550 PEN 5
4560 LOCATE 1,22
4565 PRINT"CASUALTIES.......";CAS
4570 FOR LOOK=1 TO 750
4575 NEXT LOOK
4576 GOSUB 6800
4580 LET E(U(J,K))=E(U(J,K))-CAS
4585 IF E(U(J,K))<1 THEN LET E(U(J,K))=0
:LET  X=M(J,K):GOSUB 8000:LET U(J,K)=0
4589 IF CAS>1 AND LID=0 THEN GOTO 6500
4590 GOTO 1999
5000 LET ALLOW=F(S)
5040 LET t$=INKEY$
5050 IF t$="d" THEN LET M=M+1:GOTO 5095
5055 IF t$="e" THEN LET M=M+1:LET P=P-1:
GOTO 5095
5060 IF t$="w" THEN LET P=P-1:GOTO 5095
5065 IF t$="q" THEN LET P=P-1:LET M=M-1:
GOTO 5095
5070 IF t$="a" THEN LET M=M-1:GOTO 5095
5075 IF t$="z" THEN LET P=P+1:LET M=M-1:
GOTO 5095
5080 IF t$="x" THEN LET P=P+1:GOTO 5095:
GOTO 5095
5085 IF t$="c" THEN LET P=P+1:LET M=M+1:
GOTO 5095
5090 IF t$="s" THEN GOTO 1999
5091 GOTO 5040
5095 IF M<1 THEN LET M=1:  GOTO 5040
5096 IF M>20 THEN LET M=20:GOTO 5040
5100 IF P<1 THEN LET P=1: GOTO 5040
5101 IF P>20 THEN LET P=20:GOTO 5040
5105 IF U(M,P)>0 THEN LET M=V:LET P=W: G
OTO 5040
5110 LET X=M(V,W):GOSUB 8000:LET U(V,W)=
0
5115 LET V=M:LET W=P:LET U(V,W)=S:LET Y=
S:GOSUB 8500
5120 LET TRAVEL=2
5125 IF M(V,W)=0 THEN LET TRAVEL=1
5130 IF M(V,W)=5 THEN LET TRAVEL=0.5
5135 LET ALLOW=ALLOW-TRAVEL:IF ALLOW<1 T
HEN GOTO 1999
5140 GOTO 5040
6000 GOSUB 8500
6005 PEN 5
6007 GOSUB 8700
6010 LOCATE 1,22
6015 PRINT"ISSUE A NEW ORDER"
6016 GOSUB 8600
6017 LET v=m:LET w=p
6020 GOTO 1100
6050 GOSUB 8500
6051 GOSUB 8700
6055 PEN 5
6060 LOCATE 1,22
6065 PRINT"OUT OF RANGE"
6070 LOCATE 1,24
6075 PRINT"ISSUE A NEW ORDER"
6076 GOSUB 8600
6080 LET ammo=1:RETURN
6300 GOSUB 8700
6302 LET UNO=0:LET DEUX=0
6305 FOR POW=1 TO A
6310 LET UNO=UNO+E(POW)
6315 NEXT POW
```

```
6320 FOR POW=A+1 TO C
6325 LET DEUX=DEUX+E(POW)
6330 NEXT POW
6335 LOCATE 1,22
6340 PRINT;A$;"  ";UNO;
6345 LOCATE 1,23
6350 PRINT;B$;"  ";DEUX;
6355 LET RAT=(UNO/DEUX)
6360 LOCATE 1,25
6361 PRINT "RATIO"
6362 LOCATE 7,25
6366 PRINT ROUND(RAT,2);" TO 1"
6370 GOTO 2000
6500 IF M<J THEN LET LON=J+1
6501 LET LID=1
6505 IF M=J THEN LET LON=J
6510 IF M>J THEN LET LON=J-1
6520 IF P>K THEN LET LAT=K-1
6525 IF P=K THEN LET LAT=K
6530 IF P<K THEN LET LAT=K+1
6535 IF U(LON,LAT)>0 THEN LET CAS=100:GO
TO 4576
6540 IF LON<1 OR LAT<1 THEN LET CAS=100:
GOTO 4576
6545 IF LON>20 OR LAT>20 THEN LET CAS=10
0:GOTO 4576
6550 LET U(LON,LAT)=U(J,K)
6555 LET U(J,K)=0
6556 LET X=M(J,K):GOSUB 8000
6560 LET Y=U(LON,LAT)
6565 PEN 6
6566 IF U(LON,LAT)>A THEN PEN 3
6570 LOCATE LON,LAT
6575 GOSUB 8515
6580 GOTO 1999
6800 LOCATE v,w: PEN 6
6805 IF u(v,w)>a THEN PEN 3
6810 GOTO 8515
8000 LOCATE V,W
8005 IF X=0 THEN PEN 8 :PRINT CHR$(32);:
RETURN
8010 IF X=1 THEN PEN 12 :PRINT CHR$(201)
;:RETURN
8015 IF X=2 THEN PEN 5 :PRINT CHR$(202):
:RETURN
8020 IF X=3 THEN PEN 5 :PRINT CHR$(203):
:RETURN
8025 IF X=4 THEN PEN 10 :PRINT CHR$(204)
;:RETURN
8030 IF X=5 THEN PEN 12 :PRINT CHR$(208)
;:RETURN
8035 IF X=6 THEN PEN 5 :PRINT CHR$(206);
:RETURN
8040 IF X=7 THEN PEN 5 :PRINT CHR$(207);
:RETURN
8055 RETURN
8100 SYMBOL AFTER 200
8105 SYMBOL 201,0,28,62,62,28,8,8,8
8110 SYMBOL 202,0,0,6,6,126,126,0,0
8115 SYMBOL 203,0,0,0,0,24,36,66,0
8120 SYMBOL 204,0,0,84,84,56,16,16,0
8126 SYMBOL 206,0,68,8,32,0,8,64,0
8130 SYMBOL 207,0,0,0,0,99,20,8,0
8135 SYMBOL 208,0,20,28,62,62,0,0,0
8140 SYMBOL 209,255,195,165,153,153,165,
195,255
8145 SYMBOL 210,255,195,231,255,255,231,
195,255
8155 SYMBOL 212,255,129,129,153,153,129,
129,255
8160 SYMBOL 213,255,129,153,165,165,153,
129,255
8175 RETURN
8500 LOCATE V,W
8505 PEN 6
8510 IF U(M,P)>A THEN PEN 3
8515 IF H(Y)=1 THEN PRINT CHR$(249);:RET
URN
8520 IF H(Y)=2 THEN PRINT CHR$(210);:RET
URN
8525 IF H(Y)=3 THEN PRINT CHR$(212);:RET
URN
8530 IF H(Y)=4 THEN PRINT CHR$(213);:RET
URN
8550 RETURN
8600 FOR sleep=1 TO 1500:NEXT sleep:RETU
RN
8700 PEN 5
8705 FOR DUST=22 TO 25
8719 LOCATE 1,DUST
8720 PRINT"                              "

8725 NEXT DUST
8730 RETURN
8800 LOCATE 1,21
8808 PEN 5
8810 PRINT"===================="
8825 RETURN
9000 ENV 1,21,-5,4
9005 ENT 1
9010 SOUND 1,162,82,15,1,1,11
9015 RETURN
9050 ENV 1,11,-1,25
9055 ENT 1,9,49,5,9,-10,15
9060 SOUND 1,145,255,0,1,1,12
9065 RETURN
9100 LET BUI=1
9101 FOR S=1 TO 20
9104 FOR P=1 TO 20
9105 RANDOMIZE TIME
9106 LET LOO=INT(RND*100)+1
9107 IF LOO>50 THEN LET bui=0: GOTO 9120
9110 LET BUI=INT(RND*8)+1
9115 LET BUI=BUI-1
9120 LET M(S,P)=BUI
9125 NEXT P
9130 NEXT S
9135 RETURN
9200 DATA INFANTRY,1,5,4,7
9205 DATA BAZOOKA,1,10,4,2
9210 DATA MEDIUM M/G,1,6,3,10
9215 DATA HEAVY M/G,1,7,3,12
9220 DATA HALF TRACK,2,6,10,7
9225 DATA 60mm MORTAR,3,6,3,18
9230 DATA 81mm MORTAR,3,8,3,30
9235 DATA 37mm ANTI TANK,3,4,3,10
9240 DATA 57mm ANTI TANK,3,5,3,20
9245 DATA M24 CHAFFEE,4,7,10,20
```

TANK ZONE

```
9250 DATA SHERMAN,4,7,10,20
9255 DATA WOLVERINE,4,8,10,20
9260 DATA HELLCAT,4,8,10,20
9265 DATA JACKSON,4,9,10,20
9270 DATA M8 A/CAR,4,3,10,10
9300 DATA INFANTRY,1,5,4,7
9305 DATA PzFAUST,1,10,4,2
9310 DATA MEDIUM M/G,1,6,3,10
9315 DATA HEAVY M/G,1,7,3,13
9320 DATA HALF TRACK,2,6,10,7
9325 DATA 80mm MORTAR,3,8,3,24
9330 DATA 120mm MORTAR,3,9,3,60
9335 DATA 75mm ANTI TANK,3,7,3,20
9340 DATA 88mm ANTI TANK,3,8,3,99
9345 DATA PANZER IV,4,7,8,20
9350 DATA PANTHER,4,8,10,20
9352 DATA TIGER I,4,8,8,20
9355 DATA TIGER II,4,9,8,20
9360 DATA STUG III,4,7,8,20
9365 DATA HETZER,4,7,8,20
9370 DATA Jagd PANTHER,4,9,8,20
9375 DATA PUMA,4,5,10,10
```

H-BOMB HARRY

by Mark Palmer

Guide Harry around the H-Bomb plant collecting spanners which he must use to disarm a nuclear warhead. Each screen is different and contains four spanners. There are five screens in total. They are individually named as follows:

1. The plutonium processing room.
2. The acid tank.
3. The atom splitter.
4. The conveyor belt.
5. The final frontier.

H-Bomb Harry is a multi-level platform game in the true tradition which contains moving platforms, etc.

Keys: Q or 7 up; A or 6 down; O or 5 left; P or 8 right; or use AGF, cursor or Protek joysticks.

```
  1 REM h-bomb harry
  2 REM by Mark Palmer
  3 LET sc=0
  5 RESTORE 30
  6 FOR n=10 TO 20: BEEP n/300,n: NEXT
n
  7 POKE 23658,0
 10 FOR n=USR "a" TO USR "t"+7
 20 READ a: POKE n,a: NEXT n
 30 DATA 24,36,66,66,36,24,255,189
 40 DATA 189,60,24,36,36,66,66,195
 50 DATA 255,129,129,255,0,0,0,0
 60 DATA 18,149,66,153,60,60,60,24
 70 DATA 0,127,127,127,0,247,247,247
 80 DATA 10,0,83,168,85,170,85,138
 90 DATA 15,31,31,31,7,30,28,24
100 DATA 248,248,254,254,240,112,56,56
110 DATA 255,127,63,31,0,0,0,0
120 DATA 255,254,252,248,0,0,0,0
130 DATA 0,0,99,158,158,99,0,0
140 DATA 129,255,129,255,129,255,129,25
5
150 DATA 129,231,116,36,36,116,231,129
160 DATA 128,128,128,255,255,128,128,12
8
170 DATA 1,1,1,255,255,1,1,1
180 DATA 0,36,188,124,158,159,223,143
190 DATA 0,0,0,32,48,252,255,255
195 DATA 24,24,24,24,255,255,24,24,24,2
4,24,24,60,126,255,255
196 DATA 255,66,36,24,24,36,66,255
200 BORDER 0: PAPER 0: CLS
210 INK 7: CLS
220 BRIGHT 0: CLS
230 GO SUB 9000: REM info
240 REM set p screen
250 LET le=1: LET sc=0
260 LET li=5
265 CLS : FOR n=1 TO 20: PRINT AT n,0;
PAPER 2; INK 6;"☾

      ☾": NEXT n
270: FOR n=0 TO 31: PRINT AT 0,n; PAPER
2; INK 6;"☾";AT 21,n;"☾": NEXT n
280 LET u$="    ▬▬  ": LET t$=u$
300 FOR n=6 TO 16 STEP 5: PRINT AT n,0;
PAPER 2; INK 6;"☽○○○○○○○○○○○○○○○○○○○○
☽○☾"
310 NEXT n
320 FOR n=6 TO 8: PRINT AT n,3; INK 7;
BRIGHT 1;"▤";AT n+5,2;"▤";AT n+5,10;"▤"
;
AT n+10,4;"▤";AT n+10,18;"▤": NEXT n: P
RINT AT 6,19; INK 7; BRIGHT 1;"▤";AT 7,
19
;"▤";AT 8,19;"▤"
330 PRINT AT 2,27; INK 5; PAPER 2; BRIG
HT 1;"▗▄▖"
340 FOR n=3 TO 18: PRINT AT n,27; INK 5
; BRIGHT 1;"▐▌": NEXT n
350 PRINT AT 17,26; INK 5; PAPER 2; BRI
GHT 1;"▗▘";AT 17,29; INK 5; PAPER 2; BRI
G
HT 1;"▝▖"
360 FOR n=18 TO 20: PRINT AT n,26; INK
5; BRIGHT 1;"▐▀▀▀▌": NEXT n
380 PRINT AT 19,27; INK 0; PAPER 5; BRI
GHT 1;"├─┤"
390 PRINT AT 18,10; PAPER 4;"    ";AT 19
,10;"OUT";AT 20,10;"    "
400 PRINT AT 5,15; PAPER 5; FLASH 1; BR
IGHT 1;"∝";AT 10,8;"∝";AT 15,6;"∝";AT 2
0
,2;"∝"
410 LET x=10: LET y=15: LET o=0: LET bo
nus=9000
420 PRINT #0; PAPER 2;" The Plutonium p
rocessing room. "
430 REM main loop
431 FOR n=0 TO (li-2): PRINT AT 0,n; PA
PER 0; INK 7; BRIGHT 1;"♎";AT 1,n;"▲":
N
EXT n
435 PRINT AT x-1,y; PAPER 2; INK 7; BRI
GHT 1;"♎";AT x,y; INK 7; PAPER 2; BRIGH
T
1;"▲"
440 GO SUB 500
441 IF SCREEN$ (x+1,y)=" " THEN  GO SUB
4000
442 IF ATTR (x+1,y)=71 THEN  GO SUB 200
0
445 IF ATTR (x-2,y)=71 THEN  GO SUB 300
0
447 IF INKEY$="" THEN  GO TO 430
448 BEEP .002,20: PRINT AT x,y; PAPER 2
;" ";AT x-1,y; PAPER 2;" ";AT x,y;" ";AT
x-1,y;" "
449 LET y=y+(INKEY$="8" OR INKEY$="p" A
ND y<31)-(INKEY$="5" OR INKEY$="o" AND y
>0)
450 IF ATTR (x,y)=239 THEN  GO SUB 5000
460 IF o<>4 THEN  IF ATTR (x,y)=39 THEN
 GO SUB 4000
461 IF o=4 THEN  GO SUB 6050
462 IF ATTR (x,y)=69 OR ATTR (x,y)=50 T
HEN  GO SUB 4000
470 IF o=4 THEN  IF ATTR (x,y)=167 THEN
 GO SUB 6000: REM complete screen
```

```
482 GO TO 435
499 REM platforms
500 BEEP .001,20: LET u$=u$(2 TO )+u$(1
): LET t$=t$(5)+t$( TO 4):: IF le=2 THEN
  PRINT AT 11,5; PAPER 2; INK 6;u$;AT 6,
13; PAPER 2; INK 6;t$
501 IF le=1 THEN  PRINT  INK 6; PAPER 2
;AT 6,13;t$
510 IF le=3 THEN  PRINT AT 11,5; INK 6;
 PAPER 2;t$;AT 6,20; INK 6; PAPER 2;;u$;
AT 16,22; INK 6; PAPER 2;;u$;AT 6,13;t$
520 IF le=4 THEN  PRINT AT 11,2; PAPER
2; INK 7;t$;AT 6,9;u$;AT 11,21;t$;AT 16,
10;t$
525 IF le=5 THEN  PRINT AT 11,3; PAPER
2; INK 7;t$;AT 16,25;u$
530 PRINT AT 1,12; PAPER 2; INK 7; BRIG
HT 1;"score:";sc
535 PRINT AT 2,11; PAPER 2; INK 7; BRIG
HT 1;"objects:";o
540 RETURN
1099 REM dwn ladder
2000 IF INKEY$="6" OR INKEY$="a" THEN  G
O TO 2005
2002 RETURN
2005 FOR n=0 TO 4: GO SUB 500: PRINT AT
x,y; PAPER 2;" ";AT x-1,y; PAPER 2;" ":
LET x=x+1: BEEP .009,n+2: PRINT  INK 7;
BRIGHT 1; PAPER 2;AT x,y;"Æ";AT x-1,y;"Ä
"
2010 IF n>1 THEN  PRINT AT x-2,y; INK 7;
 BRIGHT 1; PAPER 0;"▤"
2015 NEXT n
2020 RETURN
2099 REM up ladder
3000 IF INKEY$="7" OR INKEY$="q" THEN  G
O TO 3002
3001 RETURN
3002 FOR n=0 TO 4: GO SUB 500: PRINT AT
x,y; PAPER 2;" ";AT x-1,y; PAPER 2;" ":
LET x=x-1: BEEP .009,n+2: PRINT AT x,y;
PAPER 2; BRIGHT 1; INK 7;"Æ";AT x-1,y;
P
APER 2; BRIGHT 1; INK 7;"Ä"
3005 IF n>1 THEN  PRINT AT x+1,y; INK 7;
 PAPER 0; BRIGHT 1;"▤"
3010 NEXT n
3015 RETURN
3999 REM fall/die
4000 IF SCREEN$ (x+1,y)="" THEN  GO TO 4
020
4005 PRINT AT x,y; PAPER 2;" ";AT x-1,y;
 PAPER 2;" ": GO SUB 500: LET x=x+1: BEE
P .01,x+5: PRINT AT x,y; INK 7; BRIGHT 1
; PAPER 2;"Æ";AT x-1,y; PAPER 2; INK 7;

BRIGHT 1;"Ä"
4010 GO TO 4000
4020 PRINT  PAPER 2; INK 0;AT x,y;"▟";A
T x-1,y;"▙": FOR n=0 TO 20: BEEP .01,n+
5:
 NEXT n: LET li=li-1: IF li=0 THEN  GO S
UB 5050
4025 FOR n=0 TO 200
4030 NEXT n: IF le=1 THEN  GO TO 265
4031 IF le=2 THEN  GO SUB 9110
4033 IF le=3 THEN  GO SUB 9300
4089 IF le=4 THEN  GO SUB 9340
4095 IF le=5 THEN  GO SUB 9440
4999 REM touch spanner
5000 LET o=o+1: FOR n=0 TO 1: BEEP .02,n
+3*2: NEXT n: LET sc=sc+50
5010 RETURN
5049 REM game over
5050 CLS : PRINT AT 10,11; PAPER 2; INK
6; FLASH 1;"GAME OVER"
5060 PRINT AT 21,5; INK 2; PAPER 6; FLAS
H 1;"ANY KEY TO PLAY AGAIN"
5070 IF INKEY$="" THEN  GO TO 5070
5080 GO TO 240
6000 CLS : LET le=le+1
6001 LET sc=sc+200: IF le=2 THEN  GO TO
9110
6002 IF le=3 THEN  GO SUB 9300
6003 IF le=1 THEN  GO TO 265
6007 IF le=4 THEN  GO SUB 9340
6010 IF le=5 THEN  GO TO 9440
6020 IF le=6 THEN  LET le=1: GO TO 265
6050 PRINT AT 18,10; PAPER 4; FLASH 1;"
  ";AT 19,10; PAPER 4; FLASH 1;"OUT";AT
20,10; PAPER 4; FLASH 1;"    "
6060 RETURN
9000 REM instructions
9010 CLS : PRINT AT 0,3; PAPER 2;"H-BOMB
 HARRY by Mark Palmer"
9020 PRINT AT 2,0;
9030 PRINT "Guide Harry around the H-Bom
b   factory and processing plant    stea
ling spanners in an attempt to dismantle
 a nuclear war head."
9040 PRINT "Harry must collect the four
    spanners on each screen and thenexit
 via the flashing door       (marked OUT.
)"
9050 PRINT "Guide Harry using the keys :
-"'','Q or 7 -- up"','A or 6 -- down"',
"O or 5 -- left"','P or 8 -- right"
9060 PRINT '"Harry may also be controlle
d by PROTEK,AGF,or CURSOR joysticks"
9070 PRINT AT 21,5; INK 0; PAPER 5;"Pres
s any key to play."
9080 IF INKEY$="" THEN  GO TO 9080
9090 CLS
9100 RETURN
9106 IF le=3 THEN  GO SUB 9300
9115 CLS : LET u$="    ▬ ": LET t$=u$:
PRINT AT 0,0; PAPER 2; INK 6;"Ø
Ø
ØØØØØØØØØØØØØØØØØØØØØØ";AT 21,0; P
APER 2; INK 6;"Ø
ØØØØØØØØØØØØØØ
": FOR n=1 TO 20: PRINT AT n,0; PAPER 2;
 INK 6;"Ø                              Ø
": NEXT n
9120 PRINT AT 0,0; PAPER 2; INK 6;"Ø
ØØØØØØØØØØØØØØØØØØØØØØØØØØØØØØØØ";
AT 6,0;"Ø
ØØØØØØØØØØØØØØØØØØØØØØØØØØØØØØØØ"
;AT 11,8;"ØØØØØØØØØØØØØØØØØØØØ"
9121 PRINT AT 18,10; PAPER 4;"    ";AT 19
,10; PAPER 4;"OUT";AT 20,10; PAPER 4;"
 "
9130 PRINT AT 16,0; PAPER 2; INK 6;"Ø
Ø
ØØØØØØØØØØØØØØØØØØØØØØØØØØØØØØØØ"
9131 FOR n=16 TO 18: PRINT AT n,4; INK 7
; BRIGHT 1;"▤";AT n,20; INK 7; BRIGHT 1
;
"▤": NEXT n
9140 FOR n=6 TO 8: PRINT AT n,2; INK 7;
BRIGHT 1;"▤";AT n,5; INK 7; BRIGHT 1;"▤
"
;AT n,27;"▤": NEXT n
9145 PRINT AT 11,0; PAPER 2; INK 6;"Ø
Ø
Ø"
9150 PRINT AT 11,27; PAPER 2; INK 6;"Ø
Ø
Ø"
9160 FOR n=11 TO 13: PRINT AT n,28; INK
7; BRIGHT 1;"▤": NEXT n
9170 LET x=5: LET y=1: LET o=0
9190 NEXT n
```

```
9195 PRINT #0; PAPER 2;"          The Acid
 Tank          "
9200 PRINT AT 5,13; PAPER 5; FLASH 1; BR
IGHT 1;"∝";AT 5,26;"∝";AT 15,25;"∝";AT
1
0,7;"∝"
9230 GO TO 435
9300 REM the atom splitter
9305 CLS
9310 PRINT AT 0,0; PAPER 2; INK 6;"⊁⊂⊂⊂⊂
⊁⊂⊂⊂⊂
```

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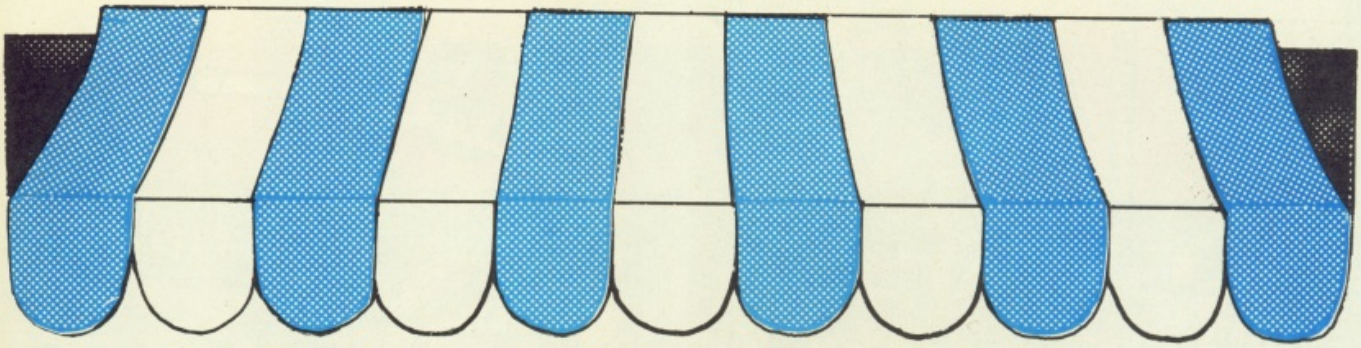

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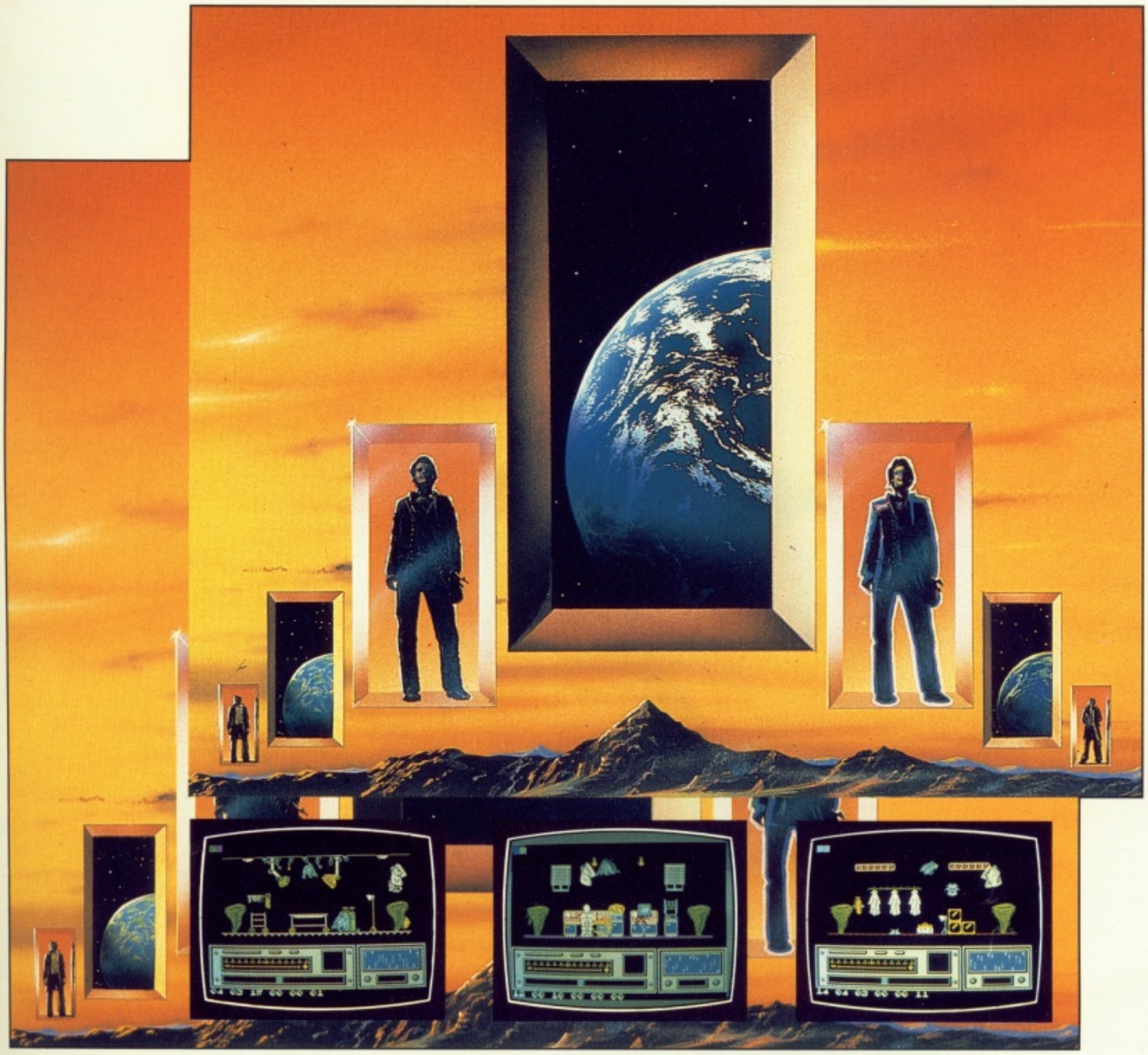

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